

THE DUELIST

URZA'S SAGA

New Cards,
New Mechanics

- Strategy
- Player's Guide
- Card List

Deadguy Diaries

A Report from Worlds

PLUS

- Star Trek: Cardassian Strategy
- Doomtown: Rats and Hucksters
- Baldur's Gate: PC AD&D
- Ringside: Burning Sands

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NOVEMBER 1998

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Plan,
Build,
Explore,
Anticipate...





Cover artist **Greg Staples** bursts into *Urza's Saga* with **Breach**. Explore the full set to see more of Greg's work.

FEATURES

50 Cycling into *Urza's Saga*

New year, new large expansion, new card mechanics. *Urza's Saga* changes the Magic landscape with "perpetual," "growing," and "sleeping" enchantments, echo creatures, and especially cycling cards. *by William Jockusch*

54 *Urza's Saga* Player's Guide and Card List

64 Diary of a Dead Guy

Go behind the scenes at the 1998 World Championships—the most grueling and most prestigious tournament of the year. Chris Pikula finished in the Top 8 and gives you an insider's look at Magic's professional circuit. *by Chris Pikula*

SECTIONS

21 Magic Compendium

Urza's Saga combos; "Extra Pulled" from Alpha; "Forgotten Lore" appears with information on Sleeper Agent; "Deck Clinic" dips into the Big Blue deck; the *Unglued* QAS (Questions Asked Sometimes); and "Insider Trading" with the inside scoop.

75 Inside the Industry

"Reports on Trading Card Games" looks at Doomtown rulings with a side of Mon Calamari; *Total Annihilation* goes "Head to Head" with Starcraft; Edward Bolme takes us to Rokugan for a Magic Pony Ride; *Sanctum* offers online TCG-ers something new; *Baldur's Gate* really is going to be out soon; Wolf Baur gives us his *Legend of the Burning Sands* primer; the Whateleys and Maze Rats amble into Doomtown; and *Star Trek's* Cardassians are workin' in an ore mine.

99 The Duelist Oracle

Check out this new resource for Magic players! Complete Oracle-compliant card text.

COLUMNS

33 In the Cards

by Randy Buehler

Rookie of the Year Randy Buehler analyzes the importance of timing in Magic. The lesson is all in the cards.

36 Deck Deconstruction

by Beth "BethMo" Moursund

Part two of "Green Doesn't Always Suck" examines the Oath of Druids deck that stormed into Standard at Nationals.

40 The Drafting Table

by Eric Tam

When you go to Rochester don't forget these six golden rules.

44 Enlightened Tutor

by Robert S. Hahn

Magic is like a box of golfballs...at least according to our tutor.

70 Magic: The Puzzling

by Mark Rosewater

Don't get blown away by these puzzles.



DEPARTMENTS

4 Mark My Words

8 About Our Contributors

10 Letters

15 Wizards of the Coast News

112 What's New?

CONTESTS

10 *Urza's* Mana Hunt

68 *Urza's* Walking Papers

Attack!



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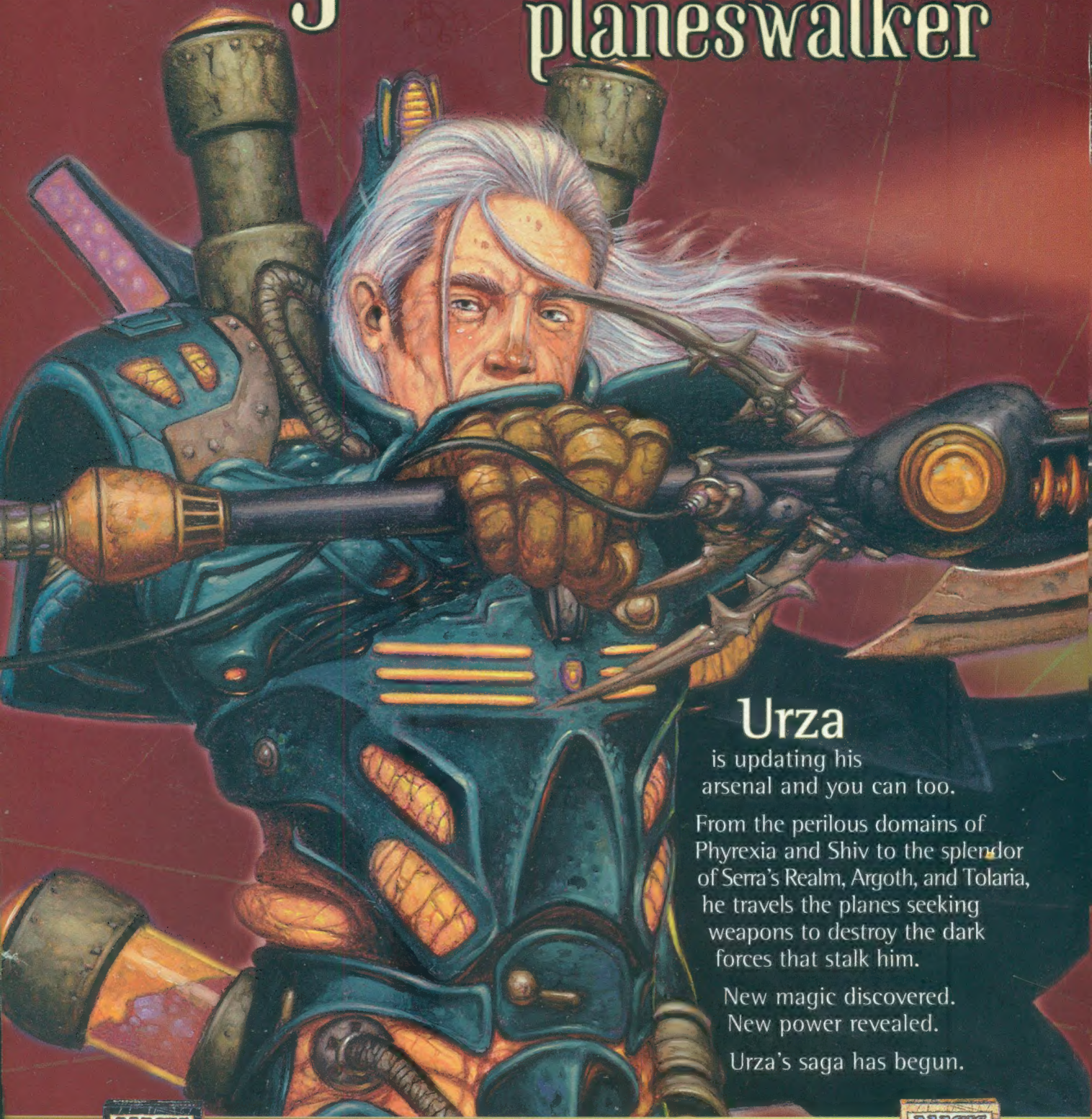


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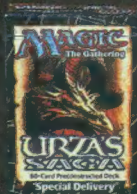


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Under Construction



As you page through this issue of *The Duelist* you might notice a few things seem different. That's because we are in the middle of our next major construction project. So, before you stumble into the magazine, let me fill you in on what's going on. First, the changes. "Lost in the Shuffle" is moving from the back page to the column section of the magazine. The column will appear bi-monthly beginning next issue (and does not appear this issue.) Phil Foglio's "What's New" can now be found on the back page.

Inside the Industry has a new look and all coverage of Wizards of the Coast's non-Magic games (including our FRPG coverage and Wolf Baur's new column "Ringside") now appear in this section.

"Magic: the Puzzling" now precedes Inside the Industry to allow masochistic puzzle solvers to find it more easily.

I've saved the best change for last; the reason for all these other changes. Starting with this issue, *The Duelist* now features *The Duelist Oracle*, a card list of all Standard legal cards with the latest Oracle wording. (Note: Due to time constraints, the *Fifth Edition* portion of the list has not yet been adapted to the latest wordings.)

But wait, there's more!

Coming in issue #33, *The Duelist* presents *The Duelist Trading Guide*, an enhanced single card price guide. For those curious about why we have reversed our long-standing policy of not printing price lists, let me explain. Previously we refrained from including a price list due to a concern over the perception of a conflict of interest. We were worried people might think Wizards of the Coast was trying to influence

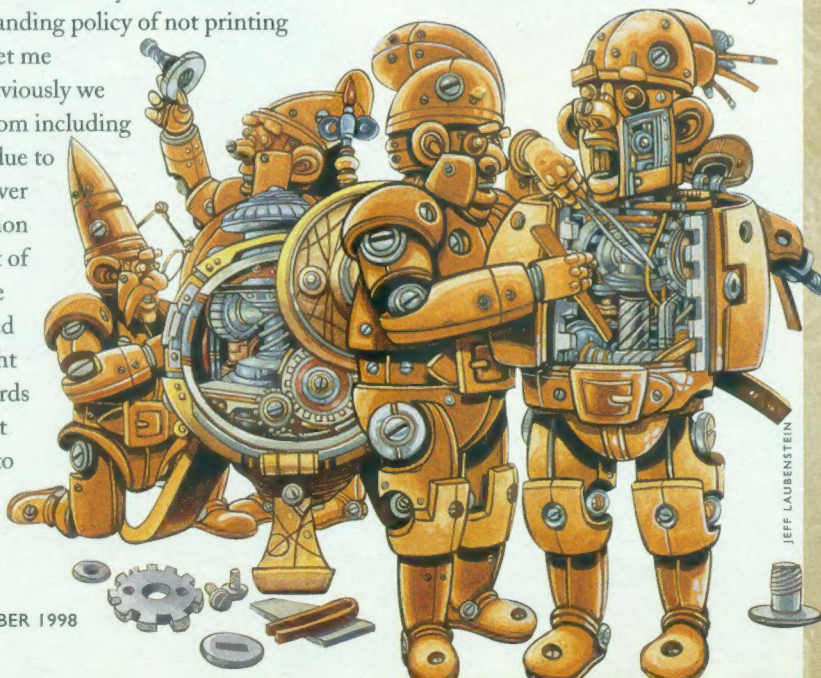
the secondary market. At the same time, we felt significant pressure from readers to include a price list. (This has been the number one requested item in our reader surveys for many years.)

After much internal debate, we decided to publish a price list, but take extensive measures to insure the prices reflect statistical data compiled from numerous external sources. Details of the information collection process will accompany the price guide.

I think you will all enjoy the new features we are bringing to the magazine. The only real question is what will take up the now-vacant number-one request spot on our reader survey.

Enjoy!

Mark Rosewater
MARK ROSEWATER
Editor in Chief



JEFF LAUBENSTEIN

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Baldur's Gate

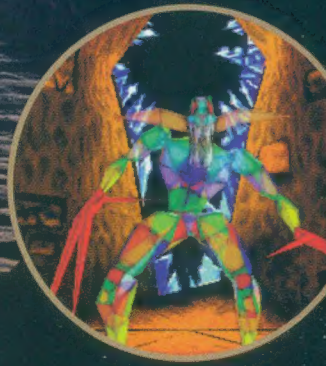
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ABOUT OUR CONTRIBUTORS

Those Eyes



For this month's cover, we asked Greg to give us his perspective on Urza in his Phyrexian assault armor. Greg says, "My inspiration came out of thin air. I wanted to give Urza a tired, yet determined expression, as if he's on a quest; in the middle of something really big." Greg said many people have commented on Urza's eyes in the piece, and he definitely tried to make them the focal point. With the rest of his face in shadow, Urza's eyes practically glare with the determination Greg tried to instill in this rendition of the (somewhat) mentally unstable planeswalker.



Greg Staples, a 27-year-old British painter, has recently experienced a huge upswing in notoriety on this side of the Big Pond. Last year, he created cover art for the PlayStation game, *Loaded*. This year, he has eight paintings in *Urza's Saga* (Defensive Formation, Elite Archers, Waylay, Breach, Ill-Gotten Gains, Goblin Patrol, Goblin Raider, and Outmaneuver). Now Greg's work is seen on the cover of *The Duelist*.

Primarily a comic book artist (his current comic is called *2,000 A.D.*), Greg also works on "fun" projects like novel and album covers, posters, and illustrations for television. Most of this work is for British publications, like the cover for the novel *Shades of Noir*, but we expect to see more of Greg's striking work appear here in the states soon.

Greg's work and choice of career were both influenced by books and comics he read as a child, such as the *Conan* novels and the *Spiderman* comics. In fact, he ranks Frank Frazetta as one of his primary artistic influences. Two other artists well-known to our readers also influenced Greg's career. His friends Dermot Power and Kev Walker (both of whom have painted *Duelist* covers) talked him into submitting a portfolio to Wizards of the Coast and hounded him until he sent off the submission.

Greg grew up in a small village on the outskirts of Chesterfield (where he now lives) and claims he "was always the artist of the school." He is completely self-taught in his favorite medium of acrylics (as well as oils, watercolor, and ink). He says he "went to an art class for one day," but didn't get anything out of it and never went back.

Greg did receive formal training in architecture, though. At 19, he was working for an architectural firm "while all my friends were gone off to college or university." The work ethic and skills Greg gained as an architect (especially the ability to see spacial relationships) have helped him in his art and illustration career.

Although Greg works mainly in acrylics, he says he doesn't like luminous, bright paintings and prefers to paint moody pictures. While other artists create colorful, light paintings with acrylics, Greg says his acrylic paints "always seem to produce dark, heavy scenes." Even if they are moody, we think Greg's work is vivid and believe Ill-Gotten Gains, Breach, and especially Outmaneuver have their own luminous qualities. *

The DUELIST

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CUT

This month, we'll be looking at reader commentary concerning our editor-in-chief's "Mark My Words" column from issue 29. We're just talkin' 'bout "chaff." And we can dig it.

Pro Chaff

Dear Mr. Rosewater,

I wanted to thank you for writing your column "Magic is Like a Box of Chocolates," which appeared in issue 29 of *The Duelist*. I know most players would like to see less "chaff" printed, but I am not one of them.

I have a few reasons that you may have overlooked. One is that it's a much greater challenge to try to construct and play decks utilizing a large number of these "chaff" cards. While these decks won't be tournament quality, they will be a lot more fun when they are able to eke out a win. Anyone [Well, almost anyone. You've never seen me play Magic.—Ed.] can win with a well-cut "Suicide Black" deck, but how many can win with a "Tim" deck? One of my favorite moments as a Magic player was beating my friend's tournament-strength deck with my "fun" deck based around 24 Llicids.

Secondly, the only thing that makes "powerful" cards so strong is that weaker cards exist. If every card were Pandemonium, who would be excited about getting one in a booster pack?

Finally, having nothing but power cards would stifle creativity. The most common complaint I hear about Classic tournaments is that you see the same decks over and over again.

I would like to suggest to all members of the "cut the chaff" school that they think about what Magic is supposed to be in the first place—fun. You may not win many games with your quirky theme deck that is full of "chaff," but when you do win it will be a lot more fun

than just beating up your friends with the latest championship deck that you copied off the Internet.

Regards,
Jeffrey E. Pointe
Palm Beach Gardens, Florida

YOU KNOW, I once made a cocktail that contained 24 Llicids. It was a lot of fun, too.

Chaffed Off

I am writing in response to the article ["Mark My Words," *Duelist* #29] by Mark Rosewater. I think that Mark fails to recognize one major

issue in the article, and that is the casual player. That Magic is so successful is due in no small part to the noncompetitive player—by this I mean not one that doesn't play to win, but one who doesn't attend tournaments on a regular basis. In addressing what Mark thinks is "chaff," he uses only relative terms: that is, he relates recent expansion sets to cards that are still in the Standard format, and says nothing of the overall downward power trend. If you wish to see proof of this, look only at a winning Classic

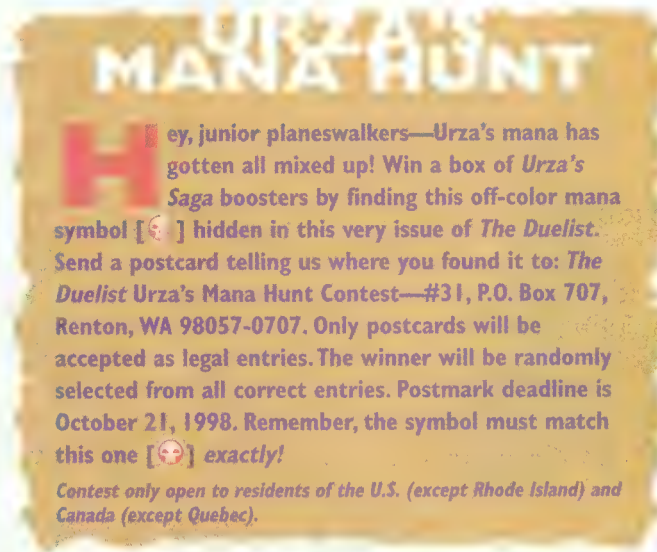
ing new, only watered-down versions of older cards and concepts, it is not worth his or her dollar.

I think the reason for this is that the R&D staff at Wizards is becoming too good. They quickly spot potential offenders and pull them from the lineup. The example Mark uses in his article is Balance, so let's look at Balance. If Balance were a potential new card, do you honestly believe that R&D would send this card to print?

Obviously, reprinting some of the more powerful older cards would mean the certain death of Magic, but cards of the power level that were removed from *Revised* and *Fourth Edition* are not out of the question—cards like Sengir Vampire and Serra Angel, Wheel of Fortune, and so on. These are the cards that attracted me to the game. Ask yourself, if you were a potential new player and Magic was defined for you by the "chaff" that is currently being printed, would you start playing again? I know I wouldn't.

Justin Quarantello
quaranjm@wckn.dorm.clarkson.edu

OK, I'LL ADMIT IT—I miss Serra Angel, too. A lot. Really, you have no idea.



URZA'S MANA HUNT

Hey, junior planeswalkers—Urza's mana has gotten all mixed up! Win a box of Urza's Saga boosters by finding this off-color mana symbol [☺] hidden in this very issue of *The Duelist*. Send a postcard telling us where you found it to: **The Duelist Urza's Mana Hunt Contest—#31, P.O. Box 707, Renton, WA 98057-0707. Only postcards will be accepted as legal entries. The winner will be randomly selected from all correct entries. Postmark deadline is October 21, 1998. Remember, the symbol must match this one [☺] exactly!**

Contest only open to residents of the U.S. (except Rhode Island) and Canada (except Quebec).

decklist, and then look at one from two years ago. Remarkably similar, aren't they? This makes the casual player feel ripped off. If a set offers noth-



"Hold still—there's a bee on your back!"

Comments? Questions? Complaints? Send your thoughts to "Letters," c/o *The Duelist*, P.O. Box 707, Renton, WA 98057-0707, or to duelist@wizards.com.

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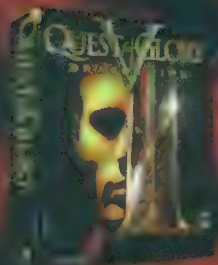
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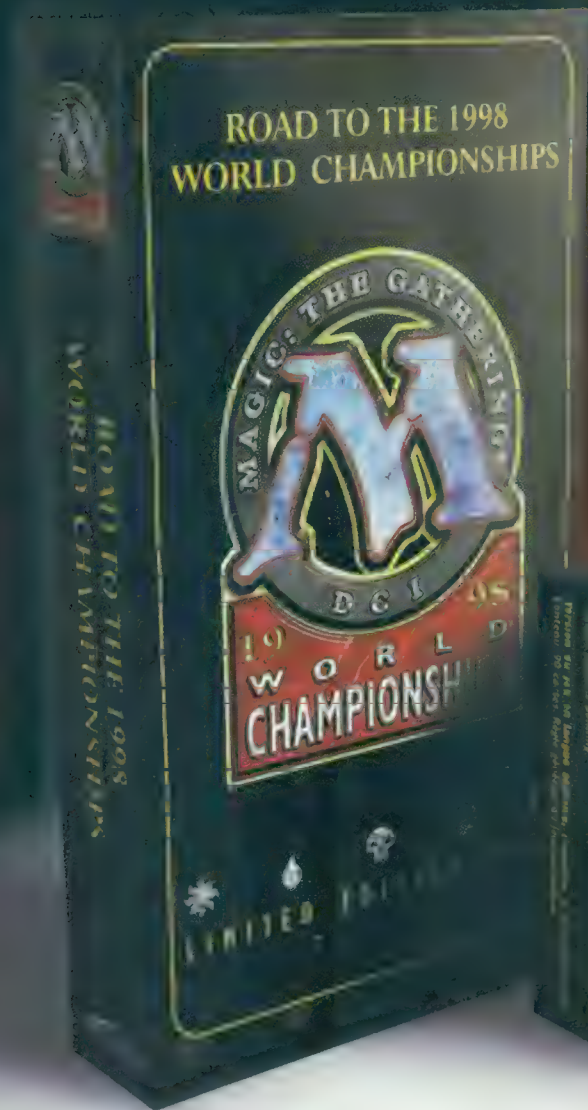
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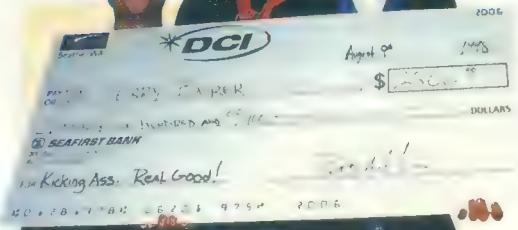
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Congratulations to BattleTech's Top 3: Sundholm, Au, and Borer.

'Meching in Milwaukee

Once the smoke cleared from the field of 128, only the Top 8 remained standing. Four were veterans of this kind of war, while the others were newcomers to its brutalities. This war, of course, was the 1998 **BattleTech** World Championships, which was fought at the GEN CON Game Fair in Milwaukee, Wisconsin. The Top 8 had fought through Qualifiers and a twelve-hour tournament day to get to this point. Now they had to battle the "best of the best" to achieve victory.

The first round saw Clan Wolf take down a "Mechless Rasalhague" deck, two "Steiner Sandhurst Royal Military Academy" decks defeat "Davion Pilot" decks, and another "Davion Pilot" deck defeat a "Clan Elemental" deck. Two of the four matches went to three games and both of the final games in those matches were extremely close.

Peter Sundholm defeated Zvi Mowshowitz in Game 3 with fewer than ten cards left in his Stockpile. In Game 3 of his match with John Hunka, Terry Borer came back from near-certain

defeat by playing Treachery! and then dealing 27 damage the following turn.

Round 2 saw four familiar faces battle each other once again. Barry Young, who defeated Sigmund Lam in Round 1 of the finals, finished eighth at last year's World Championships. The other three, Peter Sundholm, Terry Borer, and Shiu-Yik Au (who defeated David Bryan in Round 1), were the Top 3 at last year's World Championships.

For Round 2, the pairings pitted Borer against Young and Sundholm against Au. Borer and Au both played similar versions of the "Steiner Sandhurst Royal Military Academy" deck while Sundholm chose a variation on the "Boom Wolf" deck he used last year. Young went with a well-tuned "Davion Pilot" deck, which was an extremely popular deck type this year. The second-round battles were swift, with Borer and Au moving into the final round unscathed.

The ultimate battle would be decided by skill alone. Borer and Au are friends, so they actually designed their decks together. Except for one

sideboard card, the two decks were identical. The final round went the distance and Borer took the top prize, walking away with \$2,500 in cash and over \$1,500 in prizes.

When all was said and done, the Top 3 players at the 1998 **BattleTech** World Championships were the same as last year but the order of finish changed. In 1997, Sundholm took the top spot, Borer came in second, and Au landed in third. This year Borer came out on top, Au moved up to second, and Sundholm fell to third. The **BattleTech** DCI staff and the entire **BattleTech** team congratulate these three MechWarriors for their achievements over the last two years.

—David Schwimmer

GEN CON Comes Unglued

Amid more than 20,000 attendees at the GEN CON Game Fair this past August, over 500 enjoyed their first look at the *Magic: The Gathering—Unglued* supplement, just five years after *Magic* premiered at this same event.

Players were obviously eager for a glimpse at the set that promised to "put the fun back into *Magic*." All four *Unglued* Prerelease tournaments held at the annual gaming convention were filled to capacity with 128 players clucking, balancing

cards, and wiggling their backsides under the watchful eye of head chicken...er... judge, Mark Rosewater.

Perhaps the ultimate

Unglued moment happened during one of the tournaments when a player removed his jeans in

response to his opponent declaring an attack with the denimwalking Hurloon Wrangler, and then blocked the Wrangler. (For special tournament clothing rulings

see the *Unglued* QAS on page 28.)

The *Unglued* Prerelease tournaments were just a few of the more than 100 *Magic* tournaments held this year at the GEN CON Game Fair. Over 2,200 players participated in *Magic* tournaments during the four day event.

World Championship Decks

The 1998 *Magic* World Championships converged on the University of Washington campus this past August. Over 200 *Magic* players from 44 countries made the pilgrimage to Seattle to play in this annual

event. In the end, American Brian Selden used a "Reanimation" deck to emerge victorious as World Champion over such powerhouses as Ben Rubin's Sligh deck, Brian Hacker's white-weenie deck, and Randy Buehler's Draw-Go deck. (For more information on the World Championships, see "Diary of a DeadGuy" on page 64.)

If you want to own these decks of champions, look for the 1998 World Championship decks. For a limited time the "Road to the 1998 World Championships" video program will also be bundled with individual decks. This video focuses on the 1998



U.S. Nationals, which produced the World Championship team of Matt Linde, Mike Long, John Finkel, and Bryce Currence.

Selden's World Championship Deck. Brian Selden is a 17-year-old high school student from San Diego, California. He came in ninth place at the U.S. Nationals this year but took the world by storm using Survival of the Fittest to put creatures into the graveyard and Recurring Nightmare to bring them back into play. Selden's deck employed more than twenty creatures and dipped into blue for Lobotomy.

Finalist Ben Rubin's Deck. Only 15, Ben Rubin has already amassed an impressive tournament record. He placed second at Pro Tour—L.A. and finished in the Top 16 at Grand Prix—San Francisco, his hometown. Rubin's archetypal Sligh deck consisted of roughly equal parts direct damage, aggressive creatures, and lands.

Quarterfinalist Brian Hacker's Deck. Brian Hacker is a 23-year-old professional Magic player from San Diego, California. Hacker thought he had a good chance of winning the finals with his white-weenie

deck that contained more than 20 aggressive creatures. His deck relied heavily on *en-Kor* creatures and creatures with shadow to overwhelm unprepared opponents, while the threat of Cataclysm loomed large.

Randy Buehler's Deck. Although he finished in twelfth place, Rookie of the Year Randy Buehler, a 26-year-old professional Magic player from Pittsburgh, Pennsylvania, came one match away from the Top 8 in his first World Championships. His interesting Draw-Go deck was pure control with over 20 counter-magic spells and eight

card-drawing engines to dig them out. The deck's offense was limited to Stalking Stones and a single Rainbow Efreet.

The World Championship decks feature commemorative, gold-bordered cards. Each deck contains 90 cards, including sideboard and blank cards for adding proxies, plus a player biography and deck-list. The decks are available now and retail for a suggested price of \$9.99 each.

Vanguard Enters the Arena Again

A new set of Vanguard cards (set three) will be unveiled for the '98 Arena Autumn Season, which runs November 13 through December 13.

Each participant will receive a set of all eight Vanguard cards—Takara, Multani, Sidar Kondo, Eladamri, the Oracle, Lyna, Rofellos, and the Sliver Queen. Each Vanguard card produces a different effect on game play and impacts a player's starting and maximum hand size as well as his or her starting life total.

For the '98 Autumn Season, players will construct a Standard deck for use with one of the new Vanguard cards and play duels against other Arena league members. Prizes are awarded at the end of the season. To find an Arena league store in your area, check out the Arena website at www.wizards.com/Arena and click on the "Where Can I Play?" button. You can also call Wizards of the Coast at (800) 324-6496. Watch future issues of *The Duelist* for a review of the new Vanguard set and a free Vanguard card.

To Win the Game You Have to Know the Game

The *Duelist* magazine, your official source for Magic information, now brings you the *Official Guide to Urza's Saga*. Written by *Duelist* Executive Editor Will McDermott, the *Official Guide* takes a card-by-card look at the 330 spells, artifacts, and specialty lands in the latest Magic expansion.

In addition to the card-by-card analysis, the *Official Guide* includes images of every card in the expansion and presents a unique look at Urza's story from the explosive end of the Brothers' War to Urza's discovery of the Thran Mana Rig.

McDermott has played Magic socially and competitively since July 1994 and joined the staff of the *Duelist* in August of 1997. Along with managing the editorial staff, he edits Magic columns and articles, and writes "Duelist Picks and Tricks" and "Card Spotlight."

Drawing upon interviews with Mike Elliott, the lead designer of *Urza's Saga*, as well as his own experience with playing and writing about Magic, McDermott details possible uses, strengths, and weaknesses of every card in the set.

Beautifully designed by Sonja Telesco, this 128-page, full-color book features art from the expansion, descriptions of the new game mechanics, statistical information about the set, and a foreword by Mike Elliott. *The Official Guide to Urza's Saga* goes on sale in early November at game and hobby stores and will retail for a suggested price of \$16.95.



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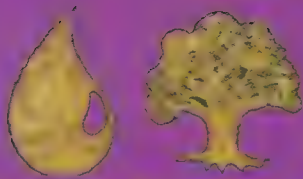
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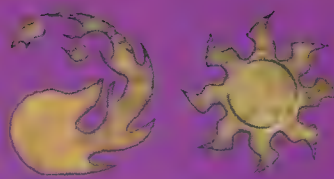
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Official Encyclopedia Complete Card Guide Volumes 1 and 2 are exciting reference guides. These encyclopedias are a major step for Wizards of the Coast. Includes new artwork on old favorites as well as additions of completely new cards, discounted cards, and misprints, complete with a history and setting for each expansion, and explanation of each set's impact on the game. With billions of cards released in 6 different languages, these guides are a must for any serious player or collector. All cards are repre-



Good strategy and knowledge of the game is essential, and that's what the *Magic: The Official Strategy Guide* provides for players. This guide, written by Beth Moursund, a *Magic* expert, offers valuable information on all issues of the game. This strategy guide is designed and written for the serious amateur who wants to perfect his or her

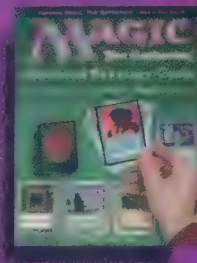


The perfect deck design is crucial to a *Magic: The Gathering* player. In the *Official Deckbuilders' Guide*, precise instructions on creating and playing decks are offered, along with a wide-ranging selection of some of the most successful decks currently in use.



The Official Guide to Tempest guides you through the first expansion to leave Dominaria. This book will be your ally as you travel through the shadow plane of Rath as Gerrard and his companions face their greatest challenges. Every Tempest card is discussed and rated by Beth Moursund, tips are given on playing the cards, and an overview is given of the complete set.

New! *Magic: The Gathering Advanced Strategy Guide* is designed with the serious, avid player in mind. The guide, written by Beth Moursund, one of the foremost experts on *Magic*, and Mark Justice, winner of the 1995 *Magic* World Championship, provides players with the necessary information to successfully play and win one of the fastest growing games in the world.



New! *The Official Encyclopedia Complete Card Guide Vol. 3* written by Beth Moursund, a contributing writer to the *Duelist* magazine, includes reproductions of over one thousand new *Magic* cards and the major revision of the basic set. It also includes the new Arena and DCI cards, as well as one of the rarest of them all—the World Champion 1997.



New! *Portal Second Age* is the eagerly anticipated follow up to *Portal*. Created by Wizard's of the Coast Research and Development department, this book is a complete companion to the *Portal Second Age* card set and provides useful tips and details to enhance your gaming experience.



The Official Guide to Portal. *Portal* is the doorway into the ancient planet of Dominaria, the land of *Magic: the Gathering*, a planet inhabited by elves, Merfolk, and ruled by the struggle between good and evil forces. Newcomers to Dominaria can learn how the experts play with explanations of cards, strategies and techniques.



- Official Encyclopedia Complete Card Guide Vol. 1; \$22.95; 1-56025-140-9
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MAGIC COMPENDIUM

What's Inside

21 DUELIST PICKS & TRICKS

Prepare to battle beside Urza with these combos.

22 EXTRA PULLED

by Mark Rosewater
An early pulled card that wasn't quite good enough to eat.

24 FORGOTTEN LORE

by Scott McGough
with deck by Mike Elliott
A new column awakes with newfound information on Sleeper Agent.

26 DECK CLINIC

by Mike Elliott and Charlie Canno
The Doctors take a dip into the Big Blue deck.

28 UNGLUED Q&A

by Mark "Vessel of Gleemax" Rosewater
Gleemax has allowed his vessel to answer some questions about Unglued.

30 INSIDER TRADING

by Mark Rosewater
Get the inside scoop on next year's Magic expansions and some Urza's Saga cards.

ABOUT THE MAGIC COMPENDIUM'S FEATURED ILLUSTRATOR

Chippy has been drawing mice and monsters for some time now. He would like to thank Chaz, Tracey, Dave, and the lovely Kat.



Duelist Picks & Tricks

Urza is arguably the most powerful being in Dominaria and definitely the most prominent figure in the history of Magic. So, with that in mind, here are a few Urza's Saga combos from some of Urza's loyal servants (better known as Wizards R&D) that even the mighty planeswalker himself would be proud to use in his quest to destroy Phyrexia and make the world safe for us mere mortals.



Hermetic Study and Horseshoe Crab

Ever wish you had an automatic weapon to use on your opponent and his or her creatures? Well, that's what this combo provides. Hermetic Study is a blue creature enchantment that gives the creature it enchants the ability to tap to deal 1 damage to a target creature or player. Horseshoe Crab (which is also blue by some happy coincidence) is a 1/3 creature you can untap by paying $\{1\}$. So, with a large supply of islands (or any other blue mana you might have available), you can tap the enchanted Crab to deal damage to your opponent, untap it by tapping an island, tap it again, and so on until you run out of blue mana. Back up this

combo with some counter-magic, and you have the perfect weapon to finish off your opponent from a distance.

Endless Wurm and Fortitude

Remember the good old days when players pounded their opponents with Stamping Wildebeests that were kept in play by recasting Wall of Blossoms each turn? I know that was just a few months ago, but Wildebeests are gone from Standard, so now those decks need a replacement. Enter Endless Wurm. This 9/9 creature with trample only costs $3\{1\}$ to cast, but you have to sacrifice an enchantment during each of your upkeeps to keep it in play. So, enchant the Wurm with Fortitude. Fortitude is a "perpetual" enchantment that will regenerate the enchanted creature if

you sacrifice a forest, and returns to your hand any time it goes to the graveyard. So, for the cost of $1\{1\}$ every turn (the cost to play Fortitude again after you sacrifice it to the Wurm), you get a 9/9 trampler with regeneration, and that's gotta hurt.



Angelic Chorus and Wall of Junk

Angelic Chorus is a great trick card from Urza's Saga because it combines with so many different cards. With Angelic Chorus on the board, whenever a creature enters play under your control you gain life equal to that creature's toughness. So look what happens with Wall of Junk. This 0/7 wall costs only 2 to play, but you have to return it to your hand at the end of any



turn in which you use it to block. Thus, each time your opponent forces you to block with your Wall of Junk, you'll gain 7 life on your next turn when you recast it (unless your opponent destroys the Wall). For more fun, find enough mana to cast Serra Avatar. Serra Avatar has power and toughness each equal to your life total, so with Angelic Chorus in play, Serra Avatar effectively doubles your life and then reaps the benefit of that extra life as well. If you're truly vicious, cast a Phyrexian Dreadnought to gain 12 life for one mana, since the Dreadnought will be in play long enough to trigger the Chorus before it dies. What a glorious funeral dirge that will make.

you get to destroy an enchantment. If your opponent plays another enchantment you want to destroy, don't wait for a Disenchant—use Wizard Mentor to return Monk Realist to your hand and recast it to destroy the new enchantment. Obviously, Wizard Mentor can be used with Man-o'-War to bounce any number of creatures, with Nekrataal to destroy any number of creatures, with Wall of Blossoms to draw more cards, and so on. Learn these tricks well before someone brings the Mentor into play to teach you a new lesson.

Voltaic Key and Mana Vault

Although Angelic Chorus and Wizard Mentor are fun trick cards, the main component of this combo,



Voltaic Key, is truly exceptional and versa-

tile. Voltaic Key is a one-cost artifact you can tap and pay 1 to untap a target artifact. Combined with Mana Vault from *Fifth Edition*, you can supply yourself with three mana every turn at the cost of one mana and tapping Voltaic Key. This makes Mana Vault much more powerful, since you run less risk of taking damage from it during upkeep and can easily use it every turn. Within *Urza's Saga*, you can use Voltaic Key to get more mana out of a Worn

Powerstone, avoid paying the untap cost on Phyrexian Colossus, or use Dragon Blood more than once per turn. Of course, the best lock for this Key may be the one that uses Icy Manipulator and Winter Orb to put your opponent in a prison.

Fecundity, Bottle Gnomes, and Corpse Dance

By now, most of our readers should be aware of the Dancing Gnomes combo. Bottle Gnomes and Corpse Dance



combine to make a reusable life generator, since you can sacrifice the Gnomes for three life and bring them back with Corpse Dance by buying that spell back turn after turn after turn. These two cards provide a lot of life and an endless supply of blockers. What more could you ask for? Well, how about extra cards in your hand? With Fecundity on the board, every time those Gnomes are put in the graveyard, you'll get to draw an extra card. Plus, this *Urza's Saga* enchantment only costs 2 to play, so it can easily be splashed into a deck containing the Dancing Gnomes (or vice versa). Now you can dance 'til the cows come home.

"Picks & Tricks" was written by Will McDermott, with contributions from Mike Elliott



Wizard Mentor and Monk Realist

Wizard Mentor is another card you can use to play cruel tricks on your friends and opponents. The Mentor is a 2/2 creature you can tap to return it and another creature you control to your hand. Why would you want to do this? Probably because casting that other creature again will benefit you and/or harm your opponent in some way. Look at Monk Realist in *Urza's Saga*. When this creature comes into play,

Extra Pulled

Tasty!

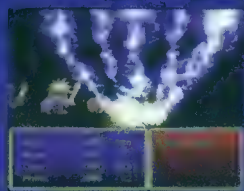
See every card strand in design makers it through the development process. The list of these amazing cards is a regular "Extra Pulled" by Mike Elliott.

D

irect from Richard Garfield, this issue's Extra Pulled card comes from an early alpha playtest fit. Richard would only explain that the card was cut for "health reasons."



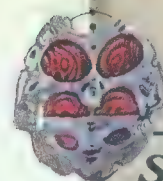
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Sleeping into Oblivion

The Sleeper Agent Awakes

There's no shortage of things to distract you from a new column in the *Duelist*. In addition to the new card sets (and the new mechanics, cool art, and power cards therein), there's also an entire line of integrated novels that give you the full story behind the characters and situations found in Dominia. To help you keep it all straight, we've developed this column.

Forgotten Lore will showcase a new card and the story behind the card. We'll also give you a decklist as a head start on some viable theme decks that go with our showcased card. We're going to start things off with a bang (admittedly, a subtle and spooky kind of bang): Sleeper Agent from *Urza's Saga*.

I Read Your Book, Pal

Anyone who's read *The Brothers' War* novel (and if you haven't, do so: Jeff Grubb's tale of Dominaria's most cataclysmic sibling rivalry is a must-read) knows the reasons behind Urza's hatred of Phyrexia. His hatred turns to obsession in Lynn Abbey's *Planeswalker*.

Planeswalker begins with Urza still reeling from the devastating conclusion to his war with

Mishra. Trying desperately to focus on something constructive, the newly ascended planeswalker finds it hard to keep a clear head after committing fratricide. His obsession slips into madness as he shifts the blame for his brother's downfall onto the Phyrexians and hatches a plan to make them pay for it. Urza searches tirelessly for his sworn enemy, but he can't even find Phyrexia, much less punish it. Enter Xantcha.

Sleeping with the Enemy

Under the direction of the foul praetor Gix, Phyrexia has begun to manufacture *sleeper agents*, or camouflaged spies who look and act human, but are wholly loyal to their creators. One of these constructed infiltrators is called Xantcha (ZAN-cha), and though she's physically exemplary of her caste, she also has what Phyrexians consider an unforgivable defect: a sense of self. The nightmares she endures on the First Sphere of Phyrexia strengthen young Xantcha's will rather than breaking it, and as she matures she begins a subtle campaign of sabotage against her own people. When her treason is discovered, she is seized for immediate execution.

Still searching for his target, Urza is drawn to the scene of the execution by the Phyrexians themselves and the mechanical portal they employ. Spotting obviously Phyrexian monsters about to slaughter a seemingly human woman, Urza intercedes and rescues her. Xantcha is unsure of her benefactor's intentions, but his agenda of tearing Phyrexia down brick by brick is perfectly aligned with her own.

Although Urza doesn't trust any Phyrexians, he believes Xantcha's hatred of her former masters is genuine so accepts her offer to lead him there and aid him as she can. With their shaky alliance in place (one is staggeringly powerful and possibly mad; the other designed to be duplicitous), these two unique warriors prepare to storm Phyrexia.

Next Up: Follow Urza and Xantcha's progress in *Planeswalker*, on sale now. Then in 1999, Urza tries to make some time, with predictably unpredictable results. Watch for *Urza's Legacy* cards in February, and J. Robert King's novel *Time Streams* in April.

This *Urza's Saga* deck definitely relies on a few combos. The basic trick in the deck involves Rune of Protection: Black. Once you have a Rune in play, several tricks become available. You can give your opponent a Sleeper Agent or two and watch them slowly suffer. The deck is also filled with defensive creatures like Unworthy Dead and Wall of Junk, so you needn't fear giving your opponent a 3/3 creature even if you don't have a Rune in play.

In addition, you have a number of creatures with protection from black which defend well against your "bleeder" agents. These also make a formidable defense against other attackers if you succeed in playing Darkest Hour, which turns all creatures black.

Since you can't put all your eggs in one basket, the deck has a few other tricks up its sleeve. Lifeline and Diabolic Servitude can recycle your Sleeper Agents, and Worship will keep you alive long enough to get your combinations in play. Combine these spells with a few defensive cards like Pacifism and Despondency and your opponents will soon sleep their way into oblivion. —Mike Elliott

BLACK (19)

- 2 Darkest Hour
- 1 Despondency
- 1 Diabolic Servitude
- 2 Flesh Reaver
- 1 Parasitic Bond
- 3 Pestilence
- 1 Sanguine Guard
- 4 Sleeper Agent
- 4 Unworthy Dead

WHITE (13)

- 2 Disciple of Grace
- 2 Disenchant
- 2 Pacifism
- 4 Rune of Protection: Black
- 2 Voice of Grace
- 1 Worship

ARTIFACTS (4)

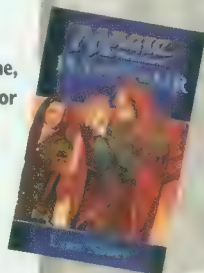
- 1 Lifeline
- 3 Wall of Junk

LANDS (24)

- 4 Drifting Meadow
- 5 Plains
- 15 Swamp



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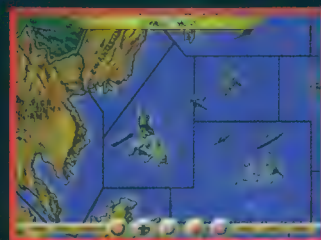
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Deck Clinic

by Mike Elliott and Charlie Catino

David Savoie submitted this “Big Blue” style deck with large flyers, early defense, and countermagic to the Clinic. It may have been good in concept but suffered from multiple card disorders and general confusion.

If you'd like us to consider your deck for “Deck Clinic,” just send a list of what's in your deck along with a brief description of its ailments to: Deck Clinic, c/o The Duelist, P.O. Box 707, Renton, WA 98057-0707, or to <Duelist@wizards.com>.

MIKE

There is nothing like the feeling of power you get when playing blue decks. You sit on your high chair and look down on meek opponents who ask you whether or not they can cast this or that spell. If you are feeling generous, you let them. Otherwise, with a wave of your hand, you squelch them with your array of counterspells.

This month's patient, David, wants the power to say “No” while beating down with large flying creatures and sitting behind impenetrable walls. I kept the concept the same while tuning it up for higher performance.

Counters vs. Creatures

Several changes were made from the original deck. I increased the power level of the counterspells with Forbid, Mana Leak, and Dismiss—replacing the Power Sinks, Spell Blasts, and Remove Souls, which are just not strong enough to make the grade in today's Constructed environment. Mana Leaks can be very effective early in the game to stop quick beatdown decks. Later, when they are less effective, you can discard them to pay for the buy-back on Forbid.

One thing about permission decks: You need to be able to counter the threats as they come up. To accomplish this I decreased the number of creatures in the original deck, while increasing the number of defensive spells and spells that can get you the cards you need to survive—such as Whispers of the Muse and Impulse. The number of creatures in the deck dropped significantly,

from twenty-four to thirteen.

While the number of creatures dropped, the creature quality improved. I replaced the Phantom Warriors with Man-o'-War, under the principle that opponents can't block your creatures if their creatures aren't on the table. I also took out the Walls of Air because they are completely useless against a creatureless deck, such as “Prosperous Bloom.” Instead, I put in the amazing Tradewind Riders. They cost one more mana and are 1/4 instead of 1/5, but they can attack, and their special ability is simply devastating if you can get a few creatures into play. I also removed the Clockwork Avian and the Dancing Scimitar because of the large amount of artifact removal in the current environment. The Mahamoti Djinn and the Storm Crows were replaced to make the deck fit into the current Standard environment.

Creature Removal Revamped

Instead of using Pit Trap, I chose to use Legacy's Allure and Quicksand to supplement Man-o'-War for creature removal. In general, you would rather steal your opponent's creature than destroy it. Legacy's Allure also allows you to get rid of your opponent's flying creatures while adding to your air force.

Since there are so many high-cost blue spells in the deck, the Sapphire Medallions are a good addition, as they reduce the amount each blue spell costs to play. With a Medallion in play, you can often cast a creature and still have mana left to counter an opponent's threat. The other change to the mana was the addition of Quicksand—vital in today's environment due to the large number of mono-red and mono-white speed decks, which threaten to run over a blue deck before it can set up.

Sideboard Options

The original deck did not contain a sideboard. A typical sideboard for this type of deck would include ways to deal with cards such as Pyroblast, Scragnoth (the bane of all mono-blue decks), Boil, and Choke. The Jester's Cap in the deck helps a little against these specialty cards, and it might be worth having a second one in the sideboard. Chill is useful for fighting heavy red decks and you may want Magical Hacks to deal with Boil and Choke. For Scragnoth, the Dancing Scimitar is a fine choice, but also consider Clockwork Steed, Helm of Possession, or Transmogrifying Lacid—which can either block and jump on a creature to avoid dying, or allow one of your large flyers to block

DAVID'S “BIG BLUE WANNABE” DECK

BLUE

2 Air Elemental
2 Azure Drake
1 Cloud Djinn
4 Counterspell
1 Mahamoti Djinn
2 Phantom Warrior
2 Power Sink
2 Remove Soul
2 Spell Blast
2 Storm Crow
2 Teferi's Drake
1 Tolarian Drake
4 Wall of Air
4 Wind Drake

ARTIFACTS

2 Clockwork Avian
1 Dancing Scimitar
1 Jester's Cap
1 Nevinryral's Disk
3 Pit Trap

MANA

23 Island



Scragnoth and kill it. Another option is to replace the Sapphire Medallions with Nevinyrral's Disks and simply blow up the world.

CHARLIE

David wanted this deck to play like "Big Blue," a deck type that dominated Standard and *Mirage*-block Constructed for a while. The idea behind "Big Blue" is simple: defend early with walls, then play a big flying creature, while using countermagic to stop everything the opponent tries to do. While the submitted deck had the base for a very good "Big Blue" deck, there were many parts that needed fixing. Also, since the *Mirage* block is moving out of the Standard environment, and *Urza's Saga* is moving in, I adjusted the deck for the new environment.

Mo' Mana, Mo' Mana, Mo' Mana!

One of the most common things I mention when doing Deck Clinic is that the deck in question needs more mana. While the submitted deck had a reasonable amount of mana for most normal decks (23 mana in 62 cards), "Big Blue" is far more mana-intensive since it needs to play big creatures (that's the "Big" part) and protect them with counterspells (that's the "Blue" part). Therefore, I reduced the deck to 60 cards and added some cheap card-drawing spells. Both of these things will ensure that the deck has enough mana to function well.

The submitted deck had too many creatures that were easy to kill. You need enough walls (and wall-like creatures such as Bottle Gnomes) to slow down your opponent's

attack. A few big flying creatures are sufficient to pound down your opponent. I removed the small flying creatures like Storm Crow, Teferi's Drake, and Tolarian Drake, since they're neither defensive nor big pounders.

Survive Early, Dominate Late

In addition, there was only one card in the original deck that would give it card advantage: Nevinyrral's Disk. Blue needs more card advantage and library manipulation. So I added two *Legacy's Allures*, three *Raven Familiars* (next best thing after losing *Impulse*), two *Whispers of the Muse*, one *Capsize*, and another *Nevinyrral's Disk*. These should allow the deck to search for what it needs early, and have great power late in the game.

A "Big Blue" deck's weakness is surviving against speed decks. That is why you need a decent amount of creature control. The submitted deck had almost enough, so I only added a bit. Instead of four *Walls of Air* and a *Dancing Scimitar* (almost like a *Wall*), I used two *Walls of Air*, one *Wall of Tears*, and four *Bottle Gnomes*, which also help you stay alive longer.

I also added counterspells to the deck, and changed the kinds of countermagic used. The old deck had ten counterspells total, while my version uses eleven. Also, I use cheaper counterspells. The cheaper the countering (like *Counterspell*, *Mana Leak*, and *Forbid*), the better you will be able to survive against a fast deck.

Lastly, we need to talk about the way you win with a "Big Blue" deck. The way that works best is to get control of



The Doctors Are In

MIKE'S DECK

BLUE

- 2 Air Elemental
- 2 Azure Drake
- 4 Counterspell
- 1 Dismiss
- 3 Forbid
- 4 Impulse
- 3 Legacy's Allure
- 2 Mana Leak
- 2 Man-o'-War
- 1 Silver Wyvern
- 4 Tradewind Rider
- 4 Whispers of the Muse
- 2 Wind Drake

ARTIFACTS

- 1 Jester's Cap
- 3 Sapphire Medallion

MANA

- 19 Island
- 3 Quicksand

CHARLIE'S DECK

BLUE

- 1 Capsize
- 4 Counterspell
- 1 Dismiss
- 2 Forbid
- 2 Legacy's Allure
- 1 Liltng Refrain
- 2 Mana Leak
- 1 Morphling
- 1 Power Sink
- 3 Raven Familiar
- 3 Wall of Air
- 1 Wall of Tears
- 2 Whispers of the Muse
- 3 Zephid

ARTIFACTS

- 4 Bottle Gnome
- 2 Nevinyrral's Disk
- 3 Pit Trap
- 1 Sapphire Medallion

MANA

- 21 Island
- 2 Remote Isle

SIDEBOARD (15)

- 1 Douse
- 1 Ertai, Wizard Adept
- 2 Hydroblast
- 1 Jester's Cap
- 2 Legacy's Allure
- 1 Liltng Refrain
- 2 Meekstone
- 1 Pit Trap
- 1 Power Sink
- 1 Raven Familiar
- 2 Wall of Tears

the game, then play a big creature when you can defend it with countermagic. The cards in the original deck that suited this strategy were *Air Elementals*, *Clockwork Avians*, and the *Cloud and Mahamoti Djinn*s. However, I think that *Urza's Saga* provides better creatures than

these: the *Zephid* and the *Morphling* are untargetable, which means there are very few cards your opponent can play to get rid of them. That, in turn, allows you to counter more of your opponent's other spells instead of always worrying about protecting your creatures.

Unglued QAS [QUESTIONS ASKED, SOMETIMES]

by Mark "Vessel of Gleemax" Rosewater

Many of you are wondering why a non-tournament-legal supplement designed to bring a touch of fun to **Magic** even needs an FAQ...uh... I mean QAS. That's a good question. Keep up the good work.

One general note: If some rules lawyer tries to argue over a specific wording on a specific card, hit him or her over the head with a rolled-up newspaper. (Our Legal department stresses that if such an event occurs and a nasty paper cut/death results, we had nothing to do with it.) That said, on with the QAS.

Oops

Before we get to the questions, we have to address several cards that don't quite work "officially" the way we intended them. Now, I don't want to invoke the E-word, so let's just say that the following three cards are supposed to work in the spirit in which they were created.

The die rolled by Goblin Bowling Team should not trigger additional die rolls. Squirrel Farm should make a target opponent guess the artist. And Mirror, Mirror should simply force both players to swap game positions.

Ashnod's Coupon

Can I use Ashnod's Coupon to force a minor to get me a beer?

We've tried to avoid acknowledging this

fact, but I guess it's time the truth came out. Your national government's laws actually supersede all **Magic** rules. I just hope some nations don't pass new Mulligan laws.

B.F.M. (Big Furry Monster)

Can I cast Animate Dead on B.F.M.?

No. Animate Dead can only target one creature card. Although B.F.M. is considered one permanent (and yes, one card) while in play, it is in fact two cards when in your hand, graveyard, or library. B.F.M. cannot be brought into play unless both pieces are brought in at the same time (say by an effect like Living Death or Incoming!). Note that B.F.M. becomes a single creature and a single card the moment it is played. Thus, it does not trigger coming-into-play effects, like Pandemonium's, more than once.

Can I use Timmy, Power Gamer to bring B.F.M. into play?

Yes. Timmy loves 99/99 creatures.

Blacker Lotus

Am I eliminated once I rip up Blacker Lotus? I now have a marked card and an illegal deck.

Unglued tournaments work differently than normal tournaments. When playing with *Unglued* cards, you are not eliminated for "marking" cards that require ripping or

for having fewer than sixty cards in your deck—provided you began the game with sixty or more cards. Before the next game, you must add cards from your sideboard to get back to sixty cards. If you cannot, you just play with the cards you have. This rule also affects cards removed from the match by Look at Me, I'm the DCI or Jester's Sombbrero.

Bureaucracy

What exactly does this card do?

During the next player's upkeep, he or she will pick a simple verbal or physical action such as clapping his or her hands. The next player (you in a two-player game) must clap his or her hands and then add another action—for example, saying "Yabba Dabba Doo." During the next player's upkeep, he or she claps his or her hands, says "Yabba Dabba Doo," and then adds a new action. This little game continues until someone messes up the order, at which point the controller of Bureaucracy sacrifices the card and the player who made the mistake loses all the cards in his or her hand. It's also important to note that a player must clearly identify to all players what action he or she is adding.

Cardboard Carapace

Must I own the Cardboard Carapaces?

No. You need only have the card in your possession. If you get possession of some Cardboard Carapaces during a game (for example, Billy drops them off at your table when he's done with his match), they take effect immediately.

Censorship

Can I choose the word "um"?

Yes. The censored word may be slang and does not need to appear in a dictionary. A word is acceptable if it can be spoken.

If I name the word "I" and my opponent says "eye," does he or she take 2 damage?

Yes. The censored word is based upon speech, so homophones will trigger Censorship.

If I name the word "side," does my opponent take 2 damage for saying the word "sidewalk"?

No. A player is damaged only for saying the exact word. Longer words that contain the banned word do not trigger Censorship.

Who's the artist on Censorship in case I'm forced to answer for Squirrel Farm?

The correct answer is there is no artist credited.

Chaos Confetti

Chaos Confetti says I have to throw it from a distance of five feet. Can I stand on the table and drop the pieces from five feet above?



Nice try, smartypants. No. The five feet must be horizontal. Plus, the pieces must travel five feet from the center of play, so you may not stand five feet away, lean in four feet, and toss the pieces.

Can my opponent move his or her cards?

From the moment you activate Chaos Confetti, your opponent's cards may not be moved—not even in response—other than tapping or sacrificing cards to play a spell or ability in response.

Chicken à la King

Does the Giant Chicken token from Chicken Egg get a +1/+1 counter if Chicken à la King is in play?

Yes. The creation of the Giant Chicken resolves before the Chicken à la King's "roll six" effect resolves, meaning that the Giant Chicken is around when the +1/+1 counter bonus is handed out to all Chickens.

Clay Pigeon

Must I be seated when I catch the Clay Pigeon? The card just says I have to be seated when I throw it.

Sit your sorry rules-lawyer butt down and catch the darn card. Yes.

Common Courtesy

Do I need to ask myself for permission when I cast my own spells?

Yes. This is a wacky set after all.

Deadhead

What if my opponent has no cards in hand?

A player cannot lose contact with a hand of no cards.

Double Cross, Double Deal, Double Dip, Double Play, Double Take

Can the effects of an *Unglued* match affect a tournament-legal game?

No. The Double cards affect the next non-tournament-legal game you and your opponent play.

Can I target players in other games with *Unglued* cards or effects?

Unglued is wacky but not quite that wacky. All effects stay within the game they are being played in.

Giant Fan

What happens if the new card mentions more than one type of counter?

The controller of Giant Fan selects the type of counter.

Can I keep the counter the same type if the new card mentions a counter?

No. If, for example, you move a +1/+1 counter to a Wall of Roots, it must become a -0/-1 counter.

Goblin Bookie

Can I use the Bookie's ability to force another player to reflip or reroll?

Yes.

Doesn't this card create an effect during resolution, which is illegal?

Shh! Ignore the man behind the rules curtain. The card is, um, a special interrupt that works faster than any interrupt has ever worked before. Effects that it triggers happen after the reroll or reflip. And, Goblin Bookie allows you to get the mana needed to use it. Yeah, that's it. The short answer is: "It just works."

Hurloon Wrangler

Can I remove my pants?

This was the most popular question asked at the *Unglued* prerelease. (Proof that *Unglued* is not your average Magic set.) The answer is yes you may, *but* only if your attire under your jeans meets the decency requirements of the setting the game occurs in. This means, for example, if it would be inappropriate to sit in your briefs in the game store, then you cannot remove your pants.

How fast can you remove your pants?

Removing clothing is faster than mana source speed. (Did you think a QAS could get this weird?)

Lexivore

Does Lexivore's ability count flavor text?

Yes, Lexivore counts flavor text when deciding what card to eat.

How many lines of text does a *Portal* or *Unglued* land have?

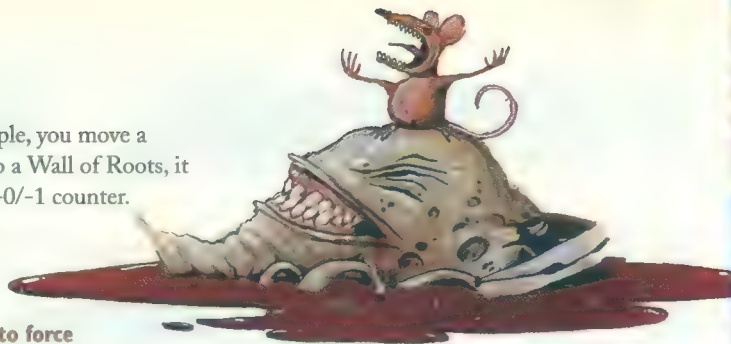
A *Portal* land has one line of text one character long. *Unglued* land does not have a text box, and thus has zero lines of text.

What language is a foreign card considered to be written in for Lexivore?

Lexivore ignores the "most recent wording of the card" rule and just counts the lines on the actual card being used. (A small incentive to stay away from German cards in *Unglued* play.)

Once More with Feeling

Since the card does not mention tokens,



what happens to all my token creatures when I cast this spell?

The token creatures remain. Yes, this combines well with cards like Squirrel Farm or Snake Basket.

Ow

If I have two Ows in play, must each player say "Ow" four times?

Yes, Ow works like Plague Rats. *Each* Ow makes you say "Ow" for each Ow in play.

Prismatic Wardrobe

What constitutes a color?

Colors are defined very broadly. For example, any shade of red—pink, scarlet, crimson—counts as red. Colors with a red component—like orange or purple—do not.

May I put on a sweater in response to this spell?

Since we let you take off your pants for Hurloon Wrangler, it would be sort of hypocritical not to let you put on clothing for this card.

Must I show my opponent that my underpants are indeed red?

Yes. Once again Magic brings people closer together.

Psychic Network

Can I use the natural sweat of my brow to hold the card in place?

Yes. Holding a card in place (as opposed to balancing a card) can be done by any convenient means. You may, for example, use glasses or a hat to hold a card to your head. Cards that are balanced (like Charm School or Volrath's Motion Censor) may not be aided by exterior items in any way.

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When Urza Wasn't Looking

Here's how some *Urza's Saga* cards changed during development:

Playtest Version

Life Champion
4***
Summon Spirit
/

Protection from black
Life Champion has power and toughness each equal to the life total of target opponent.

Published Card

This card was inspired by the 1996 World Champion card awarded to Tom Chanpheng. The playtest version proved to be a little too good, though. During development, the team switched the power and toughness trigger to controller's life rather than opponent's life and removed the protection from black. Also, to keep this large creature from being reanimated, a new ability was added that shuffles Serra Avatar back into the library whenever it goes to the graveyard.



Playtest Version

William's Clone
2♦♦
Summon Shapeshifter
/

Play this card as if it were a copy of target creature in play, except that ♦ replaces each colored mana symbol in that creature's casting cost.

Published Card

Morphling was originally designed to be a fixed Clone. Unfortunately, ugly rules problems reared their heads (again) and forced the



development team to tweak the card. The team decided to keep the flavor of a shifting creature by giving it numerous abilities and a way to change size and gain those new abilities (indirectly creating a creature with the most activated abilities ever).

Playtest Version

Counter Bomb
1♦
Enchantment

During your upkeep, you may put a NAME counter on Counter Bomb.
Sacrifice Counter Bomb: Counter target spell with total casting cost no greater than the number of NAME counters on Counter Bomb.

Published Card

The original version of this card proved to be too strong during our playtests. The card was changed from a counter-spell-type effect to one more approximating Power Sink.



Playtest Version

Spitting Giant
2♦♦
Summon Giant
3/3

Whenever Retromancer is the target of a spell or ability, Spitting Giant deals 1 damage to target opponent.



Published Card

Cards like Advance Scout that could inexpensively target a creature multiple times each turn turned the playtest version of Retromancer into a cheap Rocket Launcher. To fix this problem, the development team made Retromancer's effect target the controller of the spell or ability that targeted Retromancer. To add some extra punch, the team raised the damage from one point to three.

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Here's a little peek at what you can expect in 1999:

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Codename: Guacamole
Size: Small Expansion
Release Date: Winter 1999
Lead Designer: Mike Elliott
Development Team: Henry Stern (lead), Mike Elliott, William Jockusch, and Shawn Carnes

Expansion Name: TBD
Codename: Chimichanga
Size: Small Expansion
Release Date: Spring 1999
Lead Designer: Mark Rosewater
Development Team: Mike Elliott (lead), Henry Stern, Charlie Catino, and Paul Peterson

Expansion Name: TBD
Codename: Wacky II: This Time It's Personal (aka England II)
Size: Small Supplement
Release Date: Summer 1999
Lead Designer: Mark Rosewater

Expansion Name: TBD
Codename: Archimedes
Size: Large Expansion
Release Date: Fall 1999
Lead Designer: Mike Elliott

You scratch my back...

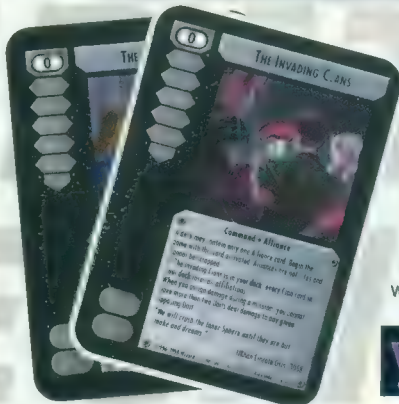


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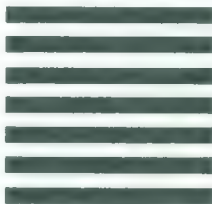
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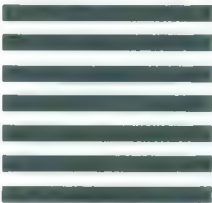
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by Randy Buehler



Timing is Everything

Jon Finkel, fresh off his win at Pro Tour—New York and looking to add to his lead in the Pro Tour Player of the Year race, squares off against Pro Tour—Atlanta winner Frank Adler. The winner of the match is assured a spot in the Top 8.

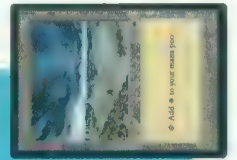
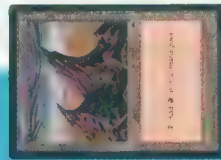
THE SETUP

You are Jon Finkel facing off against Frank Adler, another Pro Tour champion. It's the beginning of the fifth turn of Game Three. Adler won Game One by casting Rolling Thunder to destroy most of your creatures and then casting Overrun to eliminate you on the next turn. You bounced back to win Game Two, but Adler hasn't seen one of your most important creature-removal cards in either game: Spontaneous Combustion (Instant; "Sacrifice a creature: deal 3 damage to all creatures").

Adler is the active player and has a Heartwood Dryad, a Rootwalla, a Spirit *en-Kor*, one forest, two mountains, and one plains in play. He has four cards in hand, including the card he just drew, and is at 20 life. You have an Advance Scout,

Orim, Samite Healer, Elite Javelineer, two plains, one swamp, and one mountain on the table. You have a plains untapped since you just summoned the Javelineer during the last turn. You are holding a swamp, a Skyshroud Vampire, a Gravedigger, and a Brush with Death and are at 18 life having taken damage from an unpumped Rootwalla last turn.

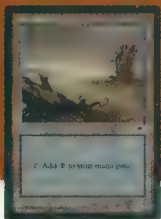
Adler declares an attack with just the Spirit *en-Kor*. Note that he doesn't attack with the Rootwalla. He knows you can block with the Javelineer and the Advance Scout, throw the 1 damage from the Javelineer's ability at the Rootwalla, and give your Javelineer first strike with the Scout's ability. (Remember that untapped plain.) Rootwalla would die to first-strike damage, take none of your creatures down with it, and Orim would



ADLER
[20 LIFE]



FINKEL
[18 LIFE]



Finkel's Hand

still be available to prevent the Spirit *en-Kor* damage to you.

Although tapping Orim makes your creatures more vulnerable to direct damage, you decide to use Orim's ability to prevent the Spirit *en-Kor* damage since you can't spend the entire game living in fear and taking damage. Besides, you have a Gravedigger in hand in case Orim gets killed. Adler summons Sandstone Warrior, plays a forest, and says "Done." That leaves him with only a single untapped forest and two cards in hand.

This is when the game gets really interesting. Your fifth draw gives you the Spontaneous Combustion. A quick glance reveals that you have the appropriate land to cast this spell (one red, one black, and one colorless). You play a swamp, look at the board, and start to plan a course of action. What is your next move?

AND THE ANSWER IS...

Do nothing. Just say "Done."

Since Spontaneous Combustion is an Instant, you can play it on Adler's turn. The advantage of playing it right now is that Adler cannot save his Rootwalla by making it a 4/4 creature since he only has one forest untapped. However, Combusting now means that Orim and the Spirit *en-Kor* both save themselves and you end up trading a Scout, a Javelineer, and a Combustion for a Rootwalla, a Dryad, and a Sandstone Warrior. Since your hand is decent, that trade might appear to be a good one; most players might make that decision. You, on the other hand, know that if you timed it right, you should be able to do better than an even trade.

As long as you have a Javelineer in play, you would be able to kill the Rootwalla anytime during the attack phase by Combusting after the Javelineer blocks some creature and assigns its 1 damage to the Rootwalla. The Sandstone Warrior will die to the Combustion as well when it happens and with Orim in play, you won't take too much damage from any attack the next turn. The right move is to hold the Combustion and see if you can get Adler to commit even more resources to the board before using it. If you're lucky, Adler will tap out to cast

Overrun and you can Combust as a response.

The only play you might consider on your turn is to play the Skyshroud Vampire. But tapping out at this point would be a bad play. If Adler Overruns next turn, that might mean game-over as 19 points of trample damage is too much to handle. Besides, if you are holding the Combustion, you definitely don't want to commit more resources to the board.

Finkel waited. On his turn, Adler cast Flowstone Blade on Orim, didn't summon any other creatures, and was done. Finkel drew a land, played it, and finished his turn. During his discard phase, Adler cast Harrow, sacrificing the plains and putting a third mountain and a third forest into play. After Adler untapped and drew, he used the Flowstone Blade to give Orim +1/-1 three times (enough to destroy it).

Now, Finkel could have Combusted then sacrificed the Advance Scout as a response to the third activation of the Blade. The Combustion would have resolved first, triggering a damage-prevention phase *before* Orim got destroyed—during which time Orim could have saved the Javelineer. That would be an elegant use of timing rules, but Adler still had enough mana untapped to make the Rootwalla 4/4. Since he would only destroy two creatures and end up in a poor board position afterwards with a Rootwalla vs. Javelineer matchup, it wasn't the right play.

Finkel correctly chose just to put Orim in the graveyard. Adler didn't have any untapped mountains so he attacked with the Spirit *en-Kor*, dropping Finkel to 16 life. Finkel drew a land (his seventh), played it, and again said "Done."

On Adler's eighth turn he made a committed assault, attacking with Rootwalla, Spirit *en-Kor*, and Sandstone Warrior. He had enough mana to pump the Sandstone Warrior as high as 5/3 and still make Rootwalla 4/4. Finkel decided this was the turn to use his Combustion. Since he had just played his seventh land last turn, he could recover quite nicely by casting both Gravedigger and Orim during his next turn.

However, the timing still wasn't quite perfect. Finkel double-blocked the

Rootwalla with the Scout and the Javelineer, and targeted it with the extra point of damage. Adler pumped his Sandstone Warrior to 5/3 and made Rootwalla 4/4. This was just what Finkel wanted him to do—commit all his mana. Finkel cast Spontaneous Combustion as a fast effect and everything on the board died except Adler's Spirit *en-Kor*. Finkel took 2 damage and went down to 14. Since Adler had no mana left, he was done.

Finkel untapped, drew, cast Gravedigger to bring Orim back to his hand, and then summoned the superhealer. Suddenly he was in complete control of the board. Instead of facing 11 damage, he had Orim and a Gravedigger while all Adler had was a 2/2 flier. Adler cast the Charging Rhino he had been holding because Finkel had done nothing on his fifth, sixth, and seventh turns despite having a handful of cards and five lands in play. When asked afterwards, Adler said he "smelled" something. Finkel's Combustion, therefore, amounted to only a three-cards-for-three-cards trade.

But, Finkel timed the Combustion so well that it was devastating. Finkel was able to get ahead by being the first one to summon creatures (including Gravedigger, which brought Orim back) after he swept the board. He countered the Rhino by casting his Skyshroud Vampire with an active Orim in play. The other card in Adler's hand was Overrun, but it just wasn't enough. With Adler forced to play defense, Finkel's Brush with Death won him the game.

CONCLUSION

Finkel's waiting game with the Combustion paid off because he knew precisely when to use its board-sweeping power to maximum effect. Sealed-deck play often involves finding not only combinations that work well (such as Elite Javelineer and Spontaneous Combustion), but also knowing the right time to make a move.

As always, if you see any examples of strategically interesting decisions, please email me at <rebst45@pitt.edu>





Illustration by Mark Zug

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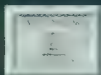
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by Beth "BethMo" Moursund



Last month we discussed the mono-green "Stupid Green Deck." As Part Two in the "Green Doesn't Always Suck" series, we'll now cover decks built around what may be the hottest card to come out of *Exodus*: Oath of Druids.

On My Honor

Oath of Druids Pledges to Make Green Strong

Oath of Druids first made a big splash at the U.S. Open "Meatgrinder" tournaments. One of the first Nationals invitations was won by an Oath of Druids deck designed by Cabal Rogue, called "Oath of Rogues." Over the course of the weekend many players jumped on the Oath bandwagon, creating their own versions around the same combination. These decks use

Oath of Druids to put nearly uncastable creatures such as Spirit of the Night or Archangel into play and crush the opponent. Gaea's Blessings in the library

recycle creatures and ensure that you won't deck yourself.

Since then, Oath of Druids decks have flourished and a number of variations exist utilizing the same basic engine: Oath of Druids, Gaea's Blessing, and large creatures.

BUILDING THE DECK

No matter what type of Oath deck you're building, you want to get Oath of Druids into play as early as possible. Also, if you're using creatures that can sacrifice themselves to produce some useful result during upkeep, having multiple Oaths in play is strong. So you'll want to start with four Oath of Druids.

The second half of the engine is Gaea's Blessing. Without it, an Oath deck would quickly run out of cards. You need at least two, so you can use one to shuffle the other back into the library if

That's a promise, not a threat: *Illustrator Matt Wilson kept his vow to reinterpret Oath of Druids with as much skin as possible.*

you draw them. Most decks go with three for a bit of a safety cushion, often with a fourth in the sideboard.

Now that you have a way to put arbitrary creatures into play, you need some creatures. Here's where the decks start to diverge. One approach is to pick big hefty creatures—preferably flying ones—and thrash your opponent. You don't need many of these beatdown creatures, since you'll be Oathing for them and recycling them if necessary. Color and casting cost are fairly irrelevant, since you aren't planning to cast these creatures. Just make sure to avoid creatures that have upkeep costs you can't pay or other drawbacks.

You should also have some creatures you *can* cast, in case you don't draw an Oath right away or your opponent is playing a creatureless deck. Creatures that can give you life (giving you more time to find the Oath) and that can be sacrificed during upkeep (to allow you to hunt for a bigger creature once you're Oathing) are the best. Spike Feeder, Bottle Gnomes, and Shard Phoenix all fit the bill admirably. The most control-oriented Oath decks avoid beatdown creatures entirely and just use the life-gaining creatures. Once you have control, you can kill with Spike Feeders or run your opponent out of cards.

To help get an Oath into play, you need library manipulation. Impulse and Scroll Rack are the clear favorites here. Any Oath deck that uses blue should definitely include four Impulses; those that don't use blue generally have three or four Scroll Racks. Sylvan Library also works well; some players prefer it over Scroll Rack, especially in the life-gaining control versions. It can't dig as deeply into your library as Scroll Rack, and you can't use it to put a creature from your hand back onto the top of the library for easy Oathing, but it allows you to trade excess life for additional cards. Mulch and/or Tithe combine well with either of these, shuffling your library so you'll have a new set of cards to pick from next turn and increasing your mana supply in the process. Many players



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Sample Decks



CMU Oath of Druids

The incomparable R&D labs of Team CMU, which includes Erik "Mad Genius" Lauer, Mike Turian, and Randy Buehler, designed a green/white version that took U.S. Nationals by storm. Randy Buehler played it in the Standard portion of the Nationals, taking first place for that half of the tournament.

Oath of Rogues

Cabal Rogue, an Internet-based deck design group headed up by Adrian "The Corrupter" Sullivan and featuring affiliation with top deck designers such as Mike Donais, created this blue/green deck that started the Oath of Druids craze at Origins. Jim Hustad played it in the midnight "Meatgrinder" and won an invitation to the U.S. National Championships.

GREEN

- 2 Creeping Mold
- 2 Gaea's Blessing
- 4 Oath of Druids
- 4 Spike Feeder
- 1 Spike Hatcher
- 2 Sylvan Library

BLUE

- 3 Brainstorm
- 4 Counterspell
- 2 Forbid
- 2 Force Spike
- 4 Impulse
- 3 Mana Leak
- 3 Propaganda

WHITE

- 1 Archangel

BLACK

- 1 Spirit of the Night

LAND

- 7 Forest
- 1 Gemstone Mine
- 1 Island
- 1 Reflecting Pool
- 2 Undiscovered Paradise

SIDEBOARD

- 1 Creeping Mold
- 3 Disrupt
- 3 Dissipate
- 1 Force Spike
- 1 Gaea's Blessing
- 2 Hydroblast
- 2 Jester's Cap
- 1 Needle Storm
- 1 Propaganda

GREEN

- 2 Creeping Mold
- 4 Gaea's Blessing
- 4 Mulch
- 4 Oath of Druids

WHITE

- 1 Aura of Silence
- 2 Archangel
- 2 Cataclysm
- 2 Disenchant
- 2 Enlightened Tutor
- 3 Gerrard's Wisdom
- 4 Wrath of God

ARTIFACT

- 4 Scroll Rack

LAND

- 4 Brushland
- 7 Forest
- 4 Grassland
- 7 Plains
- 2 Quicksand
- 2 Wasteland

SIDEBOARD

- 4 Abeyance
- 2 Armageddon
- 1 Choke
- 1 CoP: Red
- 2 Disenchant
- 1 Elephant Grass
- 1 Emerald Charm
- 1 Gerrard's Wisdom
- 2 Jester's Cap

increase their chances of drawing the Oath by including Enlightened and/or Vampiric Tutors. And if you're using blue, Whispers of the Muse is always good.

In a control-oriented Oath deck, most of the rest of your spells should be a mixture of counterspells and removal (destruction or bounce spells). For defense against other graveyard-cycling decks, many players have taken to running at least one Phyrexian Furnace in the main deck.

Finally, in order for the Oath engine to work, you need your opponent to have at least one creature. Some players include a card or two that can give your opponents a creature if they aren't cooperative enough to play one themselves. Verdant Touch is the simplest solution, since everyone uses land. Titania's Song can also be good—most creatureless decks other than Prosperous Bloom use artifacts, so the Song gives them creatures and disables part of their strategy at the same time. Other versions (especially on the control-oriented end of the spectrum) simply make the rest of the deck strong enough that it can hold out against creatureless decks without ever needing to Oath.

PLAYING THE DECK

Specific tactics will vary widely depending on what else is in the deck, but all Oath decks share one goal: get the Oath of Druids out, keep it out, and use it. First, you need to draw an Oath. This may require playing defensively for a number of turns. Strategy during this part of the game is the same old story that permission players know so well: figure out what your opponent's deck is designed to do as quickly as possible, and counter or destroy the key cards to prevent him or her from doing it. Meanwhile, use whatever library-manipulation cards you draw to try to find an Oath.

Once you have an Oath in hand, your next decision is when to cast it. If you don't think your opponent has any way to get rid of enchantments, or if you have no counterspells, then the choice is easy: just cast the thing. If you have counterspells and your opponent is playing with white, green, or blue, then you may want to hold onto the Oath until you build up enough counterspell ammunition to protect it.

To use the Oath, you need to ensure that your opponent has more creatures than you do during upkeep. Here's where the self-

destroying creatures come in so handy. As long as your opponent has at least one creature, you can remove all the counters from your Spike Feeder for 4 life, then activate the Oath and get another. Once you get one of your beatdown creatures, you won't be able to do this any more—but it shouldn't matter since your opponent will be dead soon.

OATH-RELATED RULES

A few rules you should be aware of when using the Oath combo:

- Oath of Druids counts creatures on resolution, not on announcement, so it doesn't do you any good to announce several Oaths in response to each other. However, you can play one Oath's ability, then sacrifice the creature, then play another, and so on. You still choose when to play the ability even if you're using your opponent's Oath.

- Triggered effects aren't played until the full Oath effect finishes resolving. If you turn over a Gaea's Blessing, just keep going. After you hit a creature or run out of library, you then reshuffle the entire graveyard into your library.

- You can put the turned-over cards in your graveyard in any order. Make a habit of putting the cards you care least about on the bottom, in case your opponent pulls out a Phyrexian Furnace.

- Using the Oath is optional. If disaster strikes and you know you have no Gaea's Blessings and no creatures left in your library, just decline to use it.

LOOKING FORWARD

When *Urza's Saga* enters the Standard environment, all the cards from *Mirage*, *Visions*, and *Weatherlight* will rotate out. This will completely remove some deck types from Standard, and require significant changes in others. Oath of Druids decks will lose their graveyard recycling, since Gaea's Blessing is leaving. Does this spell an end to Oath of Druids in Standard? Not necessarily.

The Oath can still be used to bring out random creatures—you just have to keep track of the number of creatures left and not use it if it would empty your library. Other cards such as Oath of Ghouls, Coffin Queen, or other animation effects can recycle creatures that have gone to the graveyard, and Anarchist can return sorceries. We don't know what combinations players will come up with. But I don't think you can count Oath of Druids out yet. ♣

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by Eric Tam



Limited formats are gathering popularity. To be a complete Magic player, drafting strategies and deck-building skills are now just as important as the basic concepts of building constructed decks. To prepare players for the challenges of Limited tournaments, I will discuss the essentials of Rochester Draft over the course of the next two issues.

Round Robbin'

Six Golden Rules to Apply to a Rochester Draft

Rochester Draft, and drafting in general, involves more than simply picking the best card from a pack. Novice drafters soon realize that two cards may have very different relative values in different situations. Thus, the real question is not *whether* card A is a better choice than card B, but rather *when* card A is a better choice than card B. However, describing how to make this "simple" decision in all possible situations would be like trying to write an article on how to play Magic correctly. Instead I offer six "Golden Rules" of Rochester Drafting and follow up next issue with four "Deadly Sins."

ROCHESTER—WHERE'S THAT!

If you're unfamiliar with Rochester Draft, here's how it works. Eight players are given three booster packs each and sit in a circle. One person is chosen to be player one and the other people are numbered players two through eight, clockwise around the table. Player one opens his or

her first pack and lays the cards on the table for everyone to see and then chooses a single card. The other players then choose a card in turn going clockwise (player two, then player three, and so on) until all players have chosen one card. Player eight then immediately chooses a second card, and the direction of choice reverses until there are no cards left. All players should now have two cards except player one.

Player two then opens his or her first pack, displays the cards, selects one, and the drafting procedure repeats. This procedure continues until player eight's first pack has been fully drafted. Then the drafting direction reverses. Player eight opens his or her second pack, displays the cards, selects one, and the selection proceeds counterclockwise down to player one, who selects two cards and the direction reverses. Player seven then opens his or her second pack and the second round continues. The direction reverses again after player one's second pack is finished, and the third pack proceeds just like the first pack. Players then build forty-card minimum decks using any or all of the cards they drafted and as many lands as they wish. In a tournament, players have a limited amount of time to examine the packs and choose cards.

GOLDEN RULE #1: MEMORY IS A GOOD THING

The biggest factor separating a Rochester Draft from a Booster Draft is that you see every card in the draft as it gets drafted. So, in theory, you should know exactly which cards each player has drafted at any point in the process. Although you don't need the recall of Rain Man to succeed at Rochester Draft, there are some items you should remember.

You should be able to recall the game-breaking power cards and who has them. You want to know who has each good creature-removal spell and each creature with an evasion ability and power of 2 or greater. You should



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also note each player's probable colors, the approximate number of usable cards and creatures each player has in each color, and who has an anti-color sideboard card that affects one of your colors.

Remembering other players' colors is critical because this knowledge will help you decide which cards and colors to pick. Pay attention at all times during the draft—even when it isn't your turn to select a card. It's easier to remember general concepts than specific information, so note that player three has four small red creatures instead of trying to remember he or she drafted a Canyon Wildcat, Mogg Raider, Mogg Conscripts, and Raging Goblin.

**GOLDEN RULE #2:
TWO COLORS ARE BETTER...**

Two-color decks provide the best balance between sacrificing card quality and avoiding mana problems. Unless you are playing green and can either get more land into play or you have all sorts of nifty alternative mana sources that can provide multiple colors of mana (Skyshroud Elf, Rampant Growth, Harrow, and so on), three colors will really burn you in the long run.

On the other hand, mono-color decks usually sacrifice too much power and versatility to be worthwhile. However, if you manage to draft 20–23 strong cards in one color and think the deck can handle anything, more power to you. Just watch out for anti-color sideboard cards (such as Choke, Light of Day, or something similar), which are especially deadly against mono-color decks.

**GOLDEN RULE #3:
COMMIT EARLY AND OFTEN**

The player directly to your right will have the biggest effect on you throughout the draft, as he or she drafts right before you for two of three packs. At the same time, you have a similar effect on the player to your left. So commit to a color early. This signals to the other players that you are staking out that color. Thus, the player to your left will be less likely to interfere with cards of that color when a pack comes back around in the draft, or when you follow him or her during the second pack. If possible, you can even deny the player to your left the choice of playing the color you are

targeting. If you take every usable red card before that player gets a chance to draft, there is little chance he or she will be able to play red.

**GOLDEN RULE #4:
POSITION IS EVERYTHING**

Some initial seats are more suited to certain drafting strategies than others. Some players claim that some seats are just better, but I think that view is rather narrow. However, you will have to adjust your drafting strategy depending on your initial position.

Seats three through six (aka the "good" seats) are more conducive to an active role, because they allow you more control over the flow of the draft and the actions of the other players. In seats five and six you can switch from your initial color choice without sacrificing strong picks, and gain dominance over the color you settle on by taking several very strong cards in a row. In seats three and four you should try to dominate a color not chosen by the player directly ahead of you, and back up this choice with a foundation of strong picks.

In seats one, two, seven, and eight (the "bad" seats) you are forced to react to the rest of the draft. In these seats, you get dragged through your worst picks very early in the draft. From those early picks you then have to determine whether you can viably continue to build a color that both you and a player drafting before you has chosen.

For example, if in the one or two spot, you draft a Tradewind Rider and then find a player on your right is drafting blue as a main color, one thing you can do is immediately commit to blue as a minor color. Start selecting as many single-blue casting-cost cards as possible during the second pack. Players in seats seven and eight will want to see how the draft proceeds for several rounds before committing to a color, so there is a good chance that the first few cards these players choose will be almost meaningless.

**GOLDEN RULE #5:
WHAT GOES AROUND,
COMES AROUND (SOMETIMES)**

Remember that you draft two cards each

round (except when you pick first) and that you have some chance of seeing cards you did not choose come around again. If you are near the last player to draft in a round and you want two of the cards on the table, maximize your chances of getting both by taking the card more likely to be drafted by the players behind you. To do this, you have to keep track of the colors your opponents are playing and determine if they might draft a card to keep it away from you.

**GOLDEN RULE #6:
KNOW WHICH PACK IS WHICH**

When you draft, the cards in each booster should never be a total surprise. You should analyze the commons by color and expansion, so you can determine which boosters will provide strong cards in each color, and what themes will show up in those packs.

For example, if you are drafting *Tempest*, *Stronghold*, and *Exodus* packs (in that order), you need to know that red is extremely strong in *Tempest*, but gets much weaker in *Stronghold* and *Exodus*. So, if you do not begin drafting a red deck until the second pack, you can't expect to get strong red cards, and your deck will lack the early rush supplied by the potent one-mana red creatures in *Tempest*. Similarly, you need to know that *Tempest* has weak blue cards, so an initially weak blue draft may quickly improve.

Knowing your packs can also help you draft sideboard cards at the right time.

For instance, a player drafting white and looking for enchantment removal can comfortably pass up Disenchant in the *Tempest* pack, knowing that Allay and Soltari Visionary are common in *Exodus*. On the other hand, a green/red player should realize that the *Tempest* Tranquility is his or her last chance to draft an enchantment removal spell.

This list of rules is by no means exhaustive or absolute, but they should give you something to think about the next time you sit down to visit the land of Rochester. Next issue, I'll look at the "Deadly Sins" and how to avoid them. ☺

Eric Tam used to live in the land of Rochester, but recently moved to Boosterville.



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by Robert S. Hahn



The Quest for Perfection

*Not the Metagame,
But the Mental Game*

What is **Magic**? I get asked that question quite often now that I work for *The Duelist*, and I find it difficult to answer. Is it a game? Is it a sport? Is it a hobby, an addiction, a waste of time, a diversion, a Zen-like self-discipline? I found my answer five miles from the nearest **Magic** card—in the single most frustrating and rewarding activity ever invented: golf.

When I first started playing tournament **Magic**, I was in a weekly playgroup like many **Magic** players. We met every Thursday evening and threw weird decks at each other until we found something that worked. Since I lived in Manhattan, most of my playgroup were professionals: investment bankers, computer programmers, and others who wear a suit and tie to the office. One of them, a vice president at an enormous bank, told me: "When you get tired of **Magic**, you'll probably pick up golf." I laughed at him then because golf was something retired people played at country clubs.

Fast forward a couple years when I'm standing over a small white ball with a ridiculously shaped stick in my hands, frustrated beyond belief because I can't seem to hit the damn thing straight. Yes, it's true: I am addicted to golf in a major way, though I do not believe I will get tired of **Magic** anytime soon. And as a **Magic** player, I constantly find similarities and parallels between **Magic** and golf.

FRUSTRATION VERSUS REWARD

Both **Magic** and golf are frustrating. You know that feeling of being mana-hosed while getting beat down by a bunch of elves? Well, it's very similar to the sense of helplessness you feel as you watch your drive sail straight into the trees. You feel like you did everything right—like this bad thing shouldn't be happening to you—and you vow you'll quit playing. But of course, you're back the next week with a new dream, a new promise, and a new hope of doing "better than last time."

What is true of golf is also true of **Magic**. How many tournament games can you remember when you had the perfect hand but just couldn't draw that second colored mana you needed? How many matches were lost simply because you couldn't draw one of the 12



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Although every single piece of evidence suggests otherwise, we believe there is such a thing as the perfect deck or the perfect putting style.

remaining direct-damage spells in the deck? And sometimes, you make mistakes and make bad plays. All of us know what it means to be frustrated in **Magic**.

But the frustration *is* the reward. Frustration cannot exist without some standard of perfection, impossible for most mortals to achieve. I don't just want to win; I want to improve my skills, improve my deck, penetrate to the core of the game somehow and understand how to be a better **Magic** player. It's *not* all about winning. It's all about perfection.

If there is one thing that competitive **Magic** players (like you) and golfers share, it's this relentless quest for perfection. Although every single piece of evidence suggests otherwise, we believe there is such a thing as the perfect deck, the perfect mana mix, the perfect golf swing, or the perfect putting style. None of us would play **Magic** for long if it were not for this faith. And faith is exactly what it is.

We believe if we put 26 mana in a 60-card deck, we will have four mana in play on the fourth turn. Every game. Every match. We believe if we have four Wrath of Gods, four Shocks, and four Propagandas, we can never lose to a creature deck. Never. Golfers believe if they hold the club just so and swing like this, they can't miss. And then...mana drought, mana flood, Lady Luck, evil spirits of the freshly dead, some flawed variable or another conspires to hand us a defeat or a triple bogey.

Yet we persist in our faith. We persist in our relentless pursuit of the perfect play, the perfect combo, and the perfect deck. We fail, then pick ourselves up and try again. Through this grueling ordeal, something happens: We become better players.



I know this sounds hokey but it's true. One of the biggest differences between champions and contenders is the mental game. In the age of the Dojo, deck technology is no longer the dominant factor at the highest levels of play. In Standard play, there is no one unbeatable deck. So it comes down to how careful, how disciplined, and in the big tournaments, how tough you are mentally.

Champions come through what I call the "chumley years"—when you know how to play the game, but haven't mastered it—with remarkable mental strength. They play clean, technically superior **Magic** *because* they know that things may not work out, despite their best efforts. Does this attitude seem weird? Maybe it is, but it exists. And it exists because those same champions were once chumleys working through their frustration with the game.

The mental game is as important as the metagame. Frustration, while painful, *is* the reward for those seeking to get better, for those seeking perfection in their game. Because through frustration, you get to mental toughness, clean play skills, and an appreciation for the game as well. So next time you're metagaming for your local tournament, pause and check out your mental game too.

VICTORY VERSUS MASTERY

While winning is the goal of **Magic** (especially tournament **Magic**), in the context of the mental game, I believe mastery is more important for the individual player.

Golfers, in some way, are always playing against themselves. They win the game of golf when they win over the course and its 18 holes. They master the course if they master the ball, and they master the ball when they master themselves. Mulligans and gimmes may be common practice, but serious golfers frown on them as cheating. Most golfers do not try to trick each other, do not try to intimidate opponents, and do not conduct themselves in a way that disgraces them, their skills, or the sport of golf. I wondered why, and I think I know.

To a true golfer, winning against an opponent is not as important as winning over oneself. Win a match against someone while making 1,001 mistakes and what have you won, really? It's like proving your strength by beating up babies. Lose a match but play to the best of your ability and what have you lost, really? You've lost a single match, while you won self-respect and self-confidence from playing well. Can **Magic** players adopt the same attitude?



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Well, yes. I think most **Magic** players are amateurs in the way that most golfers are amateurs. At its roots, the term amateur means a person who loves something. Golfers love the game of golf. They love playing it (however imperfectly) and they love the never-ending attempt to get better. They celebrate when they shave one stroke off their handicap, or when

they have legitimate professionals who can afford to spend all their time focusing on the game of **Magic**. Jon Finkel, Dave Price, and Randy Buehler are three I can think of who can be considered truly professional **Magic** players.

With the development of professional **Magic**, the game itself has been taken to the next level of depth and complexity.

how much damage he had taken from a blocked Ball Lightning. This is true professionalism, and it should not be limited to competition at the professional level.

Should amateurs copy professional decks? Sure, if it is to understand those strategies and to learn from superior deck construction. Should they copy the extremely strict standard of play? Maybe not, if such a standard would detract from enjoyment of the game itself. What about professionalism? Should amateurs hold professional **Magic** players to the highest standards of personal conduct and expect them to display both class and dignity? No question about it. And should amateurs strive for those same standards of professionalism, even if they are not professionals? Once again, the answer must be "Of course!"


Magic, in and of itself, is a wonderful game full of creativity and challenge. But in the long run, the entertainment value of the game may not ensure its survival if the people who play act like immature jerks. In the long run, amateurs must dictate the standards of professionalism, hold the so-called professionals to those standards, and work to achieve those same standards themselves. Whether we are successful in making professionalism a part of the game or not will decide whether we can teach **Magic** to our children in the years to come.

CONCLUSION

Magic is a great game. There is no other game I've ever played continuously for four years. There is no other game for me that has the same power to attract, to obsess, to frustrate, and to reward. But to really appreciate it, I have to treat it with love and respect, like a true amateur. I have to remember that victory is not the end goal, but the side effect of the true goal: pursuit of perfection.

Will I ever get there? I doubt it. And I doubt I will ever win the PGA Championship. But you'll find me at the driving range, at the links, and at the putting green. And you'll also find me building decks, testing ideas, and trying to improve constantly. Frustration is the reward. ♣

We know Tiger Woods, and Robert S. Hahn is no Tiger Woods.



Whether we are successful in making professionalism a part of the game will decide whether we can teach **Magic** to our children in the years to come.

they drive a ball ten yards farther.

Magic players love the game of **Magic**. We love playing it (however imperfectly) and we love the never-ending attempt to get better. We celebrate when an idea works out or when a beautifully timed play turns things to our advantage. And so we go back to cardlists, go back to playtests, week after week, working on our imperfect decks and making mistakes. But we love the process.

But what about those few individuals who are all about victory and not about mastery? First, feel sorry for them unless they are professional **Magic** players whose livelihood depends on this game. After all, Tiger Woods does not seek perfection for its own sake but because perfection is worth millions of dollars. But second, don't associate with them lest you catch their fever as well. Remember that your goals and their goals are different. They want to win at any cost, while you want mastery at any cost (even at the cost of losing games or matches).

Maybe they'll win in the short run. But in the long run, mastery over my game will translate to victory. Their victory, on the other hand, will never translate to mastery. In the long run, the mental game trumps the metagame.

PROFESSIONALISM VERSUS PROFESSIONALS

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Deck technology evolves at the speed of light (at least on the fiberoptic backbone of the Internet) and a very strict standard of play is becoming accepted at the highest levels of tournament play.

Professional **Magic** players, like other professional athletes, often dictate how the game is played. Amateurs copy Finkel's deck or Randy's draft strategy in the same way that playground basketball players copy Michael Jordan's wrist snap. If Dave Price plays strictly, then the local club players will soon start to adopt that strict standard of play.

However, professionals do not dictate professionalism. Some professionals are professionals only in the sense that **Magic** is their job. Other professionals also display a level of class and style that can only be described as professionalism.

Jon Finkel routinely corrects his opponent's mistakes even if those mistakes are to his own advantage. In one sequence I watched during Worlds, Finkel attacked with two 2/2 creatures and his opponent blocked with a 2/2 creature and a Wall of Roots with two counters on it (making it a 0/3). Perhaps thinking the two counters meant the Wall was 0/2, his opponent dropped it into the graveyard along with his other creature.

Finkel reached into his opponent's graveyard, took out the Wall of Roots, and placed it back in play. I've seen him adjust his opponent's life total upwards because that player made a mistake as to

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You're playing a *Sligh deck*. Your opponent is at 1 life.
This is your *last chance*.



Cycling into URZA'S SAGA

New Cards and a New Mechanic Alter the Landscape.

If you draw one of your 12 direct-damage cards, you win. If not, your opponent's Maro will finish you off next turn. You rap the top card for luck and slowly lift it to see... a mountain. "Nice game," you tell your opponent as you shake her hand. Curious, you look at the next card.

Shock. At least it was close.

How many times have you lost a duel only to find the next card in your library could have won for you? Now there's a way to handle these situations. Enter cycling, one of the new mechanics that will alter the Magic landscape once the *Urza's Saga* expansion hits the tournament scene.

Like the *Tempest* set before it, *Urza's Saga* begins a block of three expansions that map out a new part of the Magic storyline and share a common set of new mechanics. In addition to cycling, these include "sleeping," "growing," and "perpetual" enchantments, and creatures with echo. For a rundown of the other new mechanics, see the sidebar on pages 52-53. Here, I will focus on the impact cycling can have on your decks and duels.

Hit the Ground Cycling

A card with cycling has, in addition to its other rules text, a line that reads: "Cycling: 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability

as an instant.)" For example, Smoldering Crater is a nonbasic land with cycling, similar to a mountain in that it taps for $\color{red}{\blacklozenge}$ but with both a disadvantage—coming into play tapped—and the advantage of cycling. If the top card in the example above had been a Smoldering Crater, you could have paid 2 to discard it, then drawn the Shock and won. Cycling increases card utility by giving you a better chance of getting the cards you need when you need them.

The first time to think about cycling is when you're building your deck. Cards you desperately need in some games are totally worthless in others. Artifact-destruction cards are a good example. If you include them, they'll sit in your hand a lot of the time; if you don't, artifacts will kill you the rest of the time. The same can be said for cards that destroy creatures and enchantments. The deck-building dilemma is just about impossible to resolve—unless you use destruction spells with cycling. The cards are there if you want

them. When you don't need one, you can spend 2 to discard it and draw another card.

Spells with cycling are slightly more expensive than corresponding spells without, though, so there is some risk. You have to decide whether the risk is worth it. The best answer is to use a mix of cycling and noncycling spells. For instance, a black deck that formerly used three Terrors might now include one Terror and two Expunges (a cycling Terror for 2 $\color{red}{\blacklozenge}$). This way, if you have only two mana available you may still be able to kill a creature, but against other black decks, you'll only have one dead card instead of three.

A Mana for All Cycles

Including spells with cycling allows you to play with fewer land cards. If your deck normally needs three mana to function and you only have two lands in play on turn two, you can cycle a card away to get an extra chance at that third land. This is counterbalanced by having to tie up some mana to pay for

cycling. Still, you can usually get away with a slightly lower land percentage.

You may also want to consider using lands with cycling and run with a higher land percentage than normal—if you draw too many, you can cycle some of them. The drawback is that most of these lands come into play tapped. Therefore, they fit best into a deck that can make do with one less mana than normal in the early turns of a game.

(So even though Smoldering Crater would have won you that particular game, maybe you shouldn't play it in your Sligh deck after all.)

Reduce, Reuse, Recycle

Another advantage of cycling is that it shrinks your deck. If you're relying on combinations, a smaller deck gives you a better chance to get to your combo cards. By including four cards with cycling, you are effectively playing with a 56-card deck. Although you need mana for cycling, you can also play them if necessary, adding flexibility to your deck.

Cycling also affects graveyard strategies. When you cycle a card, it not only leaves

your hand but is put into your graveyard, so cycling creatures into your graveyard makes your Lhurgoyf bigger. Plus, they can come back when you play Oath of Ghouls or Living Death. You can even cycle creatures to defend against an opponent's Living Death deck.

To Cycle or Not to Cycle

Once you've decided to use cycling in your deck, you will be faced with some interesting play decisions. Suppose you draw Clear (an instant with cycling for 1 * that destroys a target enchantment) when your opponent doesn't have any nasty enchantments in play. You might hesitate to cycle the spell, since your opponent could later play a card to make you wish you had kept it.

My experience with such situations is that fortune favors the bold: Go ahead and cycle the card. You might draw exactly what your opponent fears most. If he or she does play a dangerous enchantment, you still might draw a Disenchant or another Clear later.

Deciding which of your lands to play also gets tricky when some of them have cycling. Say you have four lands in hand on turn one and one of them has cycling. If you're not going to play a spell this turn,

should you put that land into play tapped now, when it doesn't hurt you? Or should you put one of your other lands into play so you can cycle it later?

The answer depends on a couple of other questions. First, does your deck have a lot of expensive spells? If it runs smoothly on three mana, you should cycle, but if you have a lot of expensive spells, put the land into play. Second, can you safely play the land with cycling later in the game? For instance, if you have no three-mana spells in your hand and very few in your deck, putting a land into play tapped on turn three won't likely hurt you. You can play regular lands on turns one and two and then decide what to do.

Prelude to a Cycle

Even when you plan to cycle a card, deciding when to do so can be difficult. Usually the best time is at the end of your opponent's turn, so you can keep your mana available for other purposes. But what if you might draw a card you can use right now? For example, if you have only two lands in play and cycle the card on your turn, you may be able to draw and play a land.

There is no definitive answer for this sort of situation. Your best guide is experi-

In addition to cycling, *Urza's Saga* cards offer several other interesting new mechanics.

"Perpetual" Enchantments

The biggest drawback of creature enchantments is that when your opponent kills the enchanted creature, you lose the enchantment as well. But this potential for card disadvantage is greatly reduced with "perpetual" enchantments, which return to the owner's hand when they are put into a graveyard from play. An example is Brilliant Halo, a perpetual version of Holy Strength with a casting cost of 1.



There are only a few ways your opponent can permanently get rid of a perpetual

enchantment: counter it as you play it, use a discard effect to take it out of your hand, or destroy the creature in response to your playing the enchantment.

"Growing" Enchantments

Several *Urza's Saga* enchantments can be sacrificed for a variable effect. These "growing" enchantments get a counter every turn; the size of the effect depends on the number of counters on the sacrificed enchantment. If one stays around for a long

time, it could easily decide the game. However, in order to gain this advantage, you have to be willing to let the card sit on the table doing nothing for a long time. And if you tap out, your opponent may be able to Disenchant the enchantment when you can't activate it.

For example, Torch Song is an enchantment costing 2 that reads: "During your upkeep, you may put a verse counter on Torch Song." Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song." The challenge is deciding whether to sacrifice it for a

ence, combined with analysis. Examine the game state and think about what might happen if you cycle the card right away and what might happen if you wait. Just how scared are you about being unable to counter spells on your opponent's turn?

Cycle Built for Two

When your opponent cycles cards during a game, this gives you some idea of what other cards he or she is holding. For instance, cycling a land early generally indicates your opponent is holding plenty of lands but may be short on spells. Cycling a spell suggests the opposite.

If your opponent cycles a spell you would generally expect him or her to keep, it probably means there are more copies of that spell in his or her hand. But it could also mean there is some card your opponent desperately wants to draw, so is looking at as many cards as possible in an attempt to find it. And if your opponent is cycling a lot of creatures, expect him or her to play graveyard-utilizing cards later.

Cycling Dos and Don'ts

You should beware of using too many cards with cycling in your deck. You don't want to spend all your time cycling instead

of casting spells. If your opponent is playing a fast deck, you simply won't have time to cycle everything before the game is over. On the other hand, a mana-denial deck using Armageddon or Winter Orb may stop you from using cycling, leaving you with fewer options.

Even in the absence of mana denial, there's a delicate balance between cycling and mana. You can't cut back on land too much in a deck with cycling or you may not have enough to get started. However, if you frequently cycle spells, you may draw a lot more lands than you want. Thus, a deck that relies on cycling should either be able to use large amounts of mana productively or include cycling lands.

Live, Grow Stronger: Cycle Another Day

Sometimes—although you didn't hear this from me—cycling cards may not be the best way to filter your hand. For instance, a deck that uses Merfolk Looters and Jalum Tome is effectively giving all your cards cycling. If you have a lot of spells with “choose and discard” effects, you can power them with otherwise dead cards in your hand, so again you won't have much need for cycling.

You also won't want to use cycling

when you're drawing a large number of cards (as with Howling Mine or Necropotence) and you expect to tie up your mana playing these extra cards. The same applies if your deck is heavy on cards with activated abilities, such as pump Knights, which give you a useful way to spend your mana turn after turn.

A Better World through Cycling

Like cantrips, cycling is simple on the surface but actually has deep strategic implications for both deck building and play. Although I didn't work at Wizards of the Coast at the time, I remember when cantrips were introduced. I immediately understood that they were valuable, yet it was about a year before I felt I really understood their implications. Even after that, I continued to learn new strategies and tricks. Cycling has similarly deep implications, and I hope you will enjoy exploring them in the years ahead. *Bon voyage!* ■

William Jockusch left academia for a place with even more math professors, Wizards of the Coast R&D.

The Other Medicines

small amount of damage early in the game or save it to deal more damage later.

“Sleeping” Enchantments

Some *Urza's Saga* spells initially come into play as enchantments and then “wake up” to become creatures when a certain game condition occurs. For instance, Hidden Spider is an enchantment that costs 2. Its text reads: “When one of your opponents successfully casts a creature with flying, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 creature that can block creatures with flying and that counts as a Spider.”

“Sleeping” enchantments

are either extremely powerful or completely worthless, depending on what your opponent is doing. They can be hosers for certain deck strategies. They can also dissuade your opponent from doing something he or she would like to do. For example, Hidden Spider is a strong deterrent to playing creatures with flying.

Echo

A number of *Urza's Saga* creatures have echo, which makes you pay the creature's casting cost again during the



next upkeep after it comes under your control or sacrifice it. While this may sound like a huge drawback, creatures with echo generally give you more for your mana than those without.

Take Cradle Guard, for

example. This 4/4 Treefolk with trample and echo only costs 1GG to play, but you must pay 1GG again the following turn or lose it. In effect you are borrowing against your future mana to put a big creature into play right now. One danger is that your opponent may let you pay for it twice and then kill it. You can work around this, though, by using creatures with echo that benefit you on the turn they come into play, such as being unaffected by summoning sickness.—W.J.

URZA'S SAGA

PLAYER'S GUIDE

White

Absolute Grace

1/350 Uncommon
Enchantment

1 *
Illus. Jeff Miracola
All creatures gain protection from black.
In pursuit of Urza, the Phyrexians sent legions into Serra's realm. Though beaten back, they left it tainted with uncleanable evil.



Absolute Law

2/350 Uncommon
Enchantment

1 *
Illus. Mark Zug
All creatures gain protection from red.
The strength of law is unwavering. It is an iron bar in a world of water.

Angelic Chorus

3/350 Rare
Enchantment

3 * *
Illus. Ron Spencer
Whenever a creature comes into play under your control, gain life equal to that creature's toughness.
The very young and the very old know best the song the angels sing.

Angelic Page

4/350 Common
Summon Spirit

1 *
1/1
Illus. Rebecca Guay
Flying
♣: Target attacking or blocking creature gets +1/+1 until end of turn.
If only every message were as perfect as its bearers.

Brilliant Halo

5/350 Common
Enchant Creature

1 *
Illus. Randy Gallegos
Enchanted creature gets +1/+2.
When Brilliant Halo is put into a graveyard from play, return Brilliant Halo to owner's hand.

Catastrophe

6/350 Rare
Sorcery

4 * * *
Illus. Andrew Robinson
Destroy all lands or all creatures. Creatures destroyed this way cannot regenerate this turn.
Radiant's eyes flashed. "Go, then," the angel spat at Serra, "and leave this world to those who truly care."

Clear

7/350 Uncommon

Instant
1 *
Illus. Andrew Robinson
Destroy target enchantment.
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Congregate

8/350 Common
Instant

3 *
Illus. Mark Zug
Target player gains 2 life for each creature in play.
"In the gathering there is strength for all who founder, renewal for all who languish, love for all who sing."—Song of All, canto 642

Defensive Formation

9/350 Uncommon
Enchantment

*
Illus. Greg Staples
Instead of the attacking player, you choose how creatures attacking you deal combat damage.
"Your enemies will pound upon the door of your defenses, but only you shall have the key, and it is the key of life."—Song of All, canto 873

Disciple of Grace

10/350 Common
Summon Cleric

1 *
1/2
Illus. Robb Ruppel
Protection from black
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)
Beauty is beyond law.

Disciple of Law

11/350 Common
Summon Cleric

1 *
1/2
Illus. Matthew Wilson
Protection from red
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)
A religious order for religious order.

Disenchant

12/350 Common
Instant

1 *
Illus. Donato Giancola
Destroy target artifact or enchantment.
"Let Phyrexia breed evil in the darkness; my holy light will reveal its taint."—Serra

Elite Archers

13/350 Rare
Summon Soldiers

5 *

3/3

Illus. Greg Staples
♣: Elite Archers deals 3 damage to target attacking or blocking creature.
Arrows fletched with the feathers of angels seldom miss their mark.

Faith Healer

14/350 Rare
Summon Cleric

1 *
1/1
Illus. Randy Gallegos
Sacrifice an enchantment: Gain life equal to the sacrificed enchantment's total casting cost.
The power of faith is quiet. It is the leaf unmoved by the hurricane.

Glorious Anthem

15/350 Rare
Enchantment

1 * *
Illus. Kev Walker
All creatures you control get +1/+1.
Once heard, the battle song of an angel becomes part of the listener forever.

Healing Salve

16/350 Common
Instant

*
Illus. Heather Hudson
Choose one — Target player gains 3 life; or prevent up to 3 damage to a creature or player.
"Xantcha is recovering. The medicine is slow, but my magic would have killed her."—Serra, to Urza

Herald of Serra

17/350 Rare
Summon Angel

2 * * *
3/4
Illus. Matthew Wilson
Flying; echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
Attacking does not cause Herald of Serra to tap.

Humble

18/350 Uncommon
Instant

1 *
Illus. Val Mayerik
Target creature loses all abilities and is a 0/1 creature until end of turn.
"It is not your place to rule, Radiant. It may not even be mine."—Serra

Intrepid Hero

19/350 Rare
Summon Soldier

2 *
1/1
Illus. Brian Snoddy
♣: Destroy target creature with power 4 or greater.
"We each have our own strengths, Radiant," Serra said with a sly smile. "If all of my people were like this

one, who would carry your scrolls?"

Monk Idealist

20/350 Uncommon
Summon Cleric

2 *
2/2
Illus. Daren Bader
When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand.
"Belief is the strongest mortar."



Monk Realist

21/350 Common
Summon Cleric

1 *
1/1
Illus. Daren Bader
When Monk Realist comes into play, destroy target enchantment.
"We plant the seeds of doubt to harvest the crop of wisdom."

Opal Acrolith

22/350 Uncommon
Enchantment

2 *
Illus. Robb Ruppel
Whenever one of your opponents successfully casts a creature spell, if Opal Acrolith is an enchantment, Opal Acrolith becomes a 2/4 creature that counts as a Guardian.
0: Opal Acrolith becomes an enchantment.

Opal Archangel

23/350 Rare
Enchantment

4 *
Illus. Jeff Miracola
When one of your opponents successfully casts a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 creature with flying that counts as an Angel. Attacking does not cause Opal Archangel to tap.

Opal Caryatid

24/350 Common
Enchantment

*
Illus. Berry
When one of your opponents successfully casts a creature spell, if Opal Caryatid is an enchantment, Opal Caryatid becomes a 2/2 creature that counts as a Soldier.

Opal Gargoyle

25/350 Common
Enchantment

1 *
Illus. Kev Walker
When one of your opponents successfully casts a creature spell, if Opal Gar-

goyle is an enchantment, Opal Gargoyle becomes a 2/2 creature with flying that counts as a Gargoyle.

Opal Titan

26/350 Rare
Enchantment

2 * * *
Illus. Paolo Parente
When one of your opponents successfully casts a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.

Pacifism

27/350 Common
Enchant Creature

1 *
Illus. Randy Gallegos
Enchanted creature cannot attack or block.
"Fight? I cannot. I do not care if I live or die, so long as I can rest."—Urza, to Serra

Pariah

28/350 Rare
Enchant Creature

2 *
Illus. Jon J. Muth
Redirect to enchanted creature all damage dealt to you.
"It is not sad," Radiant chided the lesser angel. "It is right. Every society must have its outcasts."

Path of Peace

29/350 Common
Sorcery

3 *
Illus. Val Mayerik
Destroy target creature. That creature's owner gains 4 life.

"When the sword becomes a burden, let the warrior lay it aside that another with a truer heart might take it up."

—Radiant, archangel

Pegasus Charger

30/350 Common
Summon Pegasus

2 *
2/1
Illus. Val Mayerik
Flying, first strike
"The clouds came alive and dove to the earth! Hooves flashed among the dark army, who fled before the spectacle of fury."

—Song of All, canto 211

Planar Birth

31/350 Rare
Sorcery

1 *
Illus. Adam Rex
Put all basic lands from all graveyards into play under their owners' control, tapped.

"From womb of nothingness sprang this place of beauty, purity, and hope realized."—Song of All, canto 3

Presence of the Master

32/350 Uncommon
Enchantment

3 *
Illus. Ciriuelo
Whenever a player plays an enchantment spell, counter it.
Peace to all. Peace be all.—Great Hall floor inscription

Redeem

33/350 Uncommon
Instant

1 *
Illus. D. Alexander Gregory
Prevent all damage to one or two creatures. (Treat further damage normally.)
"That they are saved from death is immaterial. What is important is that they know the source of their benefaction."

—Radiant, archangel

Remembrance

34/350 Rare
Enchantment

3 *
Illus. Val Mayerik
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature card. If you do, reveal the card, put it into your hand, and shuffle your library afterward.

Rune of Protection: Artifacts

35/350 Uncommon
Enchantment

1 *
Illus. Scott M. Fischer
*: Prevent all damage to you from an artifact source. (Treat further damage from that source normally.)
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Rune of Protection: Black

36/350 Common
Enchantment

1 *
Illus. Scott M. Fischer
*: Prevent all damage to you from a black source. (Treat further damage from that source normally.)
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Rune of Protection: Blue

37/350 Common
Enchantment

1 *
Illus. Scott M. Fischer
*: Prevent all damage to you from a blue source. (Treat further damage from that source normally.)
Cycling 2 (You may pay 2 and discard this card from

your hand to draw a card. Play this ability as an instant.)

Rune of Protection: Green
38/350 Common
Enchantment
1 *

Illus. Scott M. Fischer
*: Prevent all damage to you from a green source. (Treat further damage from that source normally.)
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Rune of Protection: Lands
39/350 Rare
Enchantment
1 *

Illus. Scott M. Fischer
*: Prevent all damage to you from a land source. (Treat further damage from that source normally.)
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Rune of Protection: Red
40/350 Common
Enchantment
1 *

Illus. Scott M. Fischer
*: Prevent all damage to you from a red source. (Treat further damage from that source normally.)
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Rune of Protection: White
41/350 Common
Enchantment
1 *

Illus. Scott M. Fischer
*: Prevent all damage to you from a white source. (Treat further damage from that source normally.)
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Sanctum Custodian
42/350 Common
Summon Cleric
2 *

1/2
Illus. Paolo Parente
♠: Prevent up to 2 damage to a creature or player. Serra told them to guard Urza as he healed. Five years they stood.

Sanctum Guardian
43/350 Uncommon
Summon Soldier
1 **

1/4
Illus. Donato Giancola
Sacrifice Sanctum Guardian: Prevent all damage to a creature or player from one source. (Treat further damage from that source normally.)
"Protect our mother in her womb."



Seasoned Marshal
44/350 Uncommon
Summon Soldier
2 **

2/2
Illus. Matthew Wilson
Whenever Seasoned Marshal attacks, you may tap target creature. There are only two rules of tactics: never be without a plan, and never rely on it.

Serra Avatar
45/350 Rare
Summon Avatar
4 ***

*/
Illus. Dermot Power
Serra Avatar has power and toughness each equal to your life total. When Serra Avatar is put into a graveyard, shuffle Serra Avatar into owner's library.

Serra Zealot
46/350 Common
Summon Soldier
*

1/1
Illus. DiTerlizzi
First strike
"The humans are useful in their way, but they must be commanded as the builder commands the stone. Be soft with them, and they will become soft."—Radiant, archangel

Serra's Embrace
47/350 Uncommon
Enchant Creature
2 **

Illus. Terese Nielsen
Enchanted creature gets +2/+2 and gains flying. Attacking does not cause enchanted creature to tap. "Lifted beyond herself, for that battle Brindri was an angel of light and fury."
—Song of All, canto 524

Serra's Hymn
48/350 Uncommon
Enchantment
*

Illus. Rebecca Guay
During your upkeep, you may put a verse counter on Serra's Hymn. Sacrifice Serra's Hymn: Prevent up to X damage total to any number of creatures and/or players, where X is the number of verse counters on Serra's Hymn.

Serra's Liturgy
49/350 Rare
Enchantment
2 **

Illus. rk post
During your upkeep, you may put a verse counter on Serra's Liturgy. *, Sacrifice Serra's Liturgy: Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on Serra's Liturgy.

Shimmering Barrier
50/350 Uncommon
Summon Wall
1 *

1/3

Illus. D. Alexander Gregory
(Walls cannot attack.)
First strike
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Silent Attendant
51/350 Common
Summon Cleric
2 *

0/2
Illus. Rebecca Guay
♠: Gain 1 life.
"The answer to life should never be death; it should always be more life, wrapped tight around us like precious silks."

Songstitcher
52/350 Uncommon
Summon Cleric
*

1/1
Illus. Berry
1 *: Target attacking creature with flying deals no combat damage this turn. The true names of birds are songs woven into their souls.

Soul Sculptor
53/350 Rare
Summon Townsfolk
2 *

1/1
Illus. Ciruelo
1 *, ♠: Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. Does the stone mimic life, or did it once live?

Voice of Grace
54/350 Uncommon
Summon Angel
3 *

2/2
Illus. Jeff Miracola
Flying, protection from black
"Opposite Law is Grace, and Grace must be preserved. If the strands of Grace are unraveled, its design will be lost, and the people with it."
—Song of All, canto 167

Voice of Law
55/350 Uncommon
Summon Angel
3 *

2/2
Illus. Mark Zug
Flying, protection from red
"Life's balance is as a star: on one point is Law, and Law must be upheld. If the knots of order are loosened, chaos will spill through."
—Song of All, canto 167

Waylay
56/350 Uncommon
Instant
2 *

Illus. Greg Staples
Put three Knight tokens into play. Treat these tokens as 2/2 white creatures. Remove them from the game at end of turn. "You reek of corruption," spat the knight. "Why are you even here?"

Worship
57/350 Rare
Enchantment
3 *

Illus. Mark Zug
Damage that would reduce your life to less than 1 instead reduces it to 1 if you control a creature.

"Believe in the ideal, not life idol."
—Serra

Blue

Academy Researchers
58/350 Uncommon
Summon Wizards
1 ♠ ♠

2/2
Illus. Stephen Daniele
When Academy Researchers comes into play, you may choose an enchant creature card in your hand and put that enchantment into play on Academy Researchers.

Annul
59/350 Common
Interrupt
♠

Illus. Greg Simanson
Counter target artifact or enchantment spell. The most effective way to destroy a spell is to ensure it was never cast in the first place.

Arcane Laboratory
60/350 Uncommon
Enchantment
2 ♠

Illus. Stephen Daniele
Each player cannot play more than one spell each turn. It soon became obvious that some experiments were best overseen by fire-proof teachers.



Attunement
61/350 Rare
Enchantment
2 ♠

Illus. Randy Gallegos
Return Attunement to owner's hand: Draw three cards, then choose and discard four cards. "The solution can hide for only so long."
—Urza

Back to Basics
62/350 Rare
Enchantment
2 ♠

Illus. Andrew Robinson
Nonbasic lands do not untap during their controllers' untap phases. "A ruler wears a crown while the rest of us wear hats, but which would you rather have when it's raining?"—Barrin, Principia

Barrin, Master Wizard
63/350 Rare
Summon Legend
1 ♠ ♠

1/1
Illus. Michael Sutfin
Barrin, Master Wizard counts as a Wizard. 2, Sacrifice a permanent: Return target creature to owner's hand. "Knowledge is no more expensive than ignorance, and at least as satisfying."
—Barrin, master wizard

Catalog
64/350 Common
Instant
2 ♠

Illus. Barry
Draw two cards, then choose and discard a card. "Without order comes errors, and errors kill on Tolaria."
—Barrin, master wizard

Cloak of Mists
65/350 Common
Enchant Creature
1 ♠

Illus. John Matson
Enchanted creature is unblockable. "All we could lose, we did. All we could keep, we do. And both are shrouded by mists."
—Barrin, master wizard

Confiscate
66/350 Uncommon
Enchant Permanent
4 ♠ ♠

Illus. Adam Rex
You control enchanted permanent. "I don't understand why he works so hard on a device to duplicate a sound so easily made with hand and armpit."
—Barrin, progress report

Coral Merfolk
67/350 Common
Summon Merfolk
1 ♠

2/1
Illus. rk post
It is not unusual for a single family of coral merfolk to spend centuries carefully guiding the growth of the reefs where they make their home.

Curfew
68/350 Common
Instant
♠

Illus. Randy Gallegos
Each player chooses a creature he or she controls and returns it to owner's hand. "... But I'm not tired!"

Disruptive Student
69/350 Common
Summon Wizard
2 ♠

1/1
Illus. Randy Gallegos
♠: Counter target spell unless its caster pays an additional 1. Play this ability as an interrupt. "Teleri is a problem student. Always late for class. No appreciation for constructive use of time."
—Barrin, progress report

Douse
70/350 Uncommon
Enchantment
2 ♠

Illus. Val Mayerik
1 ♠: Counter target red spell. Play this ability as an interrupt. The academy's libraries were protected by fire-prevention spells. Even after the disaster, the books were intact—though forever sealed in time.

Drifting Djinn
71/350 Rare
Summon Djinn
4 ♠ ♠

5/5
Illus. Carl Critchlow
Flying
During your upkeep, pay 1 ♠ or sacrifice Drifting Djinn. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Enchantment Alteration
72/350 Uncommon
Instant

♠
Illus. D. Alexander Gregory
Move target enchantment from one creature to another or from one land to another. (The enchantment's new target must be legal.)

Energy Field
73/350 Rare
Enchantment
1 ♠

Illus. John Matson
Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, sacrifice Energy Field.



Exhaustion
74/350 Uncommon
Sorcery
2 ♠

Illus. Paolo Parente
Creatures and lands target opponent controls do not untap during his or her next untap phase. The mage felt as though he'd been in the stasis suit for days. Upon his return, he found it was months.

Fog Bank
75/350 Uncommon
Summon Wall
1 ♠

0/2
Illus. Scott Kirschner
(Walls cannot attack.)
Flying
Fog Bank does not deal or receive combat damage.

Gilded Drake
76/350 Rare
Summon Drake
1 ♠

3/3
Illus. Bob Eggleton
Flying
When Gilded Drake comes into play, exchange control of Gilded Drake for target creature one of your opponents controls or sacrifice Gilded Drake. Buyer beware.

Great Whale
77/350 Rare
Summon Whale
5 ♠ ♠

5/5
Illus. Bob Eggleton
When Great Whale comes into play, untap up to seven lands.

"As a great whale dies, it flips onto its back. And so an island is born."
—Mariners' legend

Hermetic Study
78/350 Common
Enchant Creature
1 ♠

Illus. Ron Spencer
Enchanted creature gains 1 damage to target creature or player. "Books can be replaced; a prize student cannot. Be patient."
—Urza, to Barrin

Hibernation

79/350 Uncommon
Instant

2 ●
Illus. Scott Kirschner
Return all green permanents to owners' hands. *On its way to the cave, the armadillo brushed by a sapling, it awoke to find a full-grown tree blocking its path.*

Horseshoe Crab

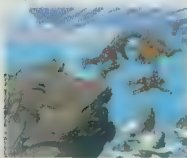
80/350 Common
Summon Crab

2 ●
1/3
Illus. Scott Kirschner
●: Untap Horseshoe Crab. In the final days before the disaster, all the crabs on Tolaria migrated from inlets, streams, and ponds back to the sea. No one took note.

Imaginary Pet

81/350 Rare
Summon Illusion

1 ●
4/4
Illus. Heather Hudson
During your upkeep, if you have a card in hand, return Imaginary Pet to owner's hand. *"It followed me home. Can I keep it?"*



Launch

82/350 Common
Enchant Creature

1 ●
Illus. Val Mayerik
Enchanted creature gains flying. When Launch is put into a graveyard from play, return Launch to owner's hand.

Litling Refrain

83/350 Uncommon
Enchantment

1 ●
Illus. Berry
During your upkeep, you may put a verse counter on Litling Refrain. Sacrifice Litling Refrain: Counter target spell unless caster pays an additional X, where X is the number of verse counters on Litling Refrain. Play this ability as an interrupt.

Lingering Mirage

84/350 Uncommon
Enchant Land

1 ●
Illus. Jerry Tiritilli
Enchanted land is an island. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.) *Birds frozen in flight. Sea turned to glass. Tolaria hidden in a mirror.*

Morphling

85/350 Rare
Summon Shapeshifter

3 ●
3/3
Illus. rk post
●: Untap Morphling.
●: Morphling gains flying

until end of turn.

●: Morphling cannot be the target of spells or abilities until end of turn.
1: Morphling gets +1/-1 until end of turn.
1: Morphling gets -1/+1 until end of turn.

Pendrell Drake

86/350 Common
Summon Drake

3 ●
2/3
Illus. Jeff Miracola
Flying
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

The mages of Tolaria found strange ways to spend their free time. Occasionally they had contests to see whose kite was eaten last.

Pendrell Fet

87/350 Common
Enchant Creature

1 ●
Illus. Andrew Robinson
Enchanted creature gains "During your upkeep, pay this creature's casting cost or sacrifice it." *Devoured by the mists, Tolaria was stuck in time, trapped between two eternal heartbeats.*

Peregrine Drake

88/350 Uncommon
Summon Drake

4 ●
2/3
Illus. Bob Eggleton
Flying
When Peregrine Drake comes into play, untap up to five lands. *That the Tolarian mists parted for the drakes was warning enough to stay away.*

Power Sink

89/350 Common
Interrupt

X ●
Illus. Andrew Robinson
Counter target spell unless its caster pays an additional X. If he or she does not, tap all mana-producing lands that player controls and remove all mana from his or her mana pool.

Power Taint

90/350 Common
Enchant Enchantment

1 ●
Illus. Brian Snoddy
During the upkeep of enchanted enchantment's controller, that player pays 2 or loses 2 life. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Recantation

91/350 Rare
Enchantment

3 ●
Illus. Greg Simanson
During your upkeep, you may put a verse counter on Recantation. ●: Sacrifice Recantation: Return up to X target permanents to owner's hand, where X is the number of verse counters on Recantation.

Rescind

92/350 Common
Instant

1 ●
Illus. Adam Rex
Return target permanent to owner's hand. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)



Rewind

93/350 Common
Interrupt

2 ●
Illus. Dermot Power
Counter target spell. Untap up to four lands. *"Time flows like a river. In Tolaria we practice the art of building dams."* —Barrin, master wizard

Sandbar Merfolk

94/350 Common
Summon Merfolk

1/1
Illus. rk post
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.) *You are not prey until a predator knows of your existence.*

Sandbar Serpent

95/350 Uncommon
Summon Serpent

4 ●
3/4
Illus. Jim Nelson
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.) *Treachorous and unpredictable currents around Tolaria earned the nickname "serpent wakes"*

Show and Tell

96/350 Rare
Sorcery

2 ●
Illus. Jeff Laubenstein
Each player may choose an artifact, creature, enchantment, or land card in his or her hand and put that permanent into play. *At the academy, "show and tell" too often becomes "run and hide."*

Somnophore

97/350 Rare
Summon Illusion

2 ●
2/2
Illus. Andrew Robinson
Flying
Whenever Somnophore successfully deals damage to a player, tap target creature that player controls. That creature does not untap during its controller's untap phase as long as Somnophore remains in play.

Spire Owl

98/350 Common
Summon Bird

1 ●
1/1
Illus. Steve Firchow
Flying
When Spire Owl comes into

play, look at the top four cards of your library and put them back in any order.

Stern Proctor

99/350 Uncommon
Summon Wizard

1/2
Illus. Randy Gallegos
When Stern Proctor comes into play, return target artifact or enchantment to owner's hand. *"I preferred the harsh tutors—they made mischief all the more fun."* —Teleri, third-level student

Stroke of Genius

100/350 Rare
Instant

X 2 ●
Illus. Stephen Daniele
Target player draws X cards. *After a hundred failed experiments, Urza was stunned to find that common silver passed through the portal undamaged. He immediately designed a golem made of the metal.*

Sunder

101/350 Rare
Instant

3 ●
Illus. Stephen Daniele
Return all lands to owners' hands. *The flow of time was disrupted; like a flooding river it rose from its banks. Tolaria was drowned in an instant that stretched toward infinity.*



Telepathy

102/350 Uncommon
Enchantment

●
Illus. Matthew Wilson
Each of your opponents plays with his or her hand revealed. *"The most disappointing thing about learning telepathy is finding out how boring people really are."* —Teleri, fourth-level student

Time Spiral

103/350 Rare
Sorcery

1 ●
Illus. Michael Sutfin
Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands.

Tolarian Winds

104/350 Common
Instant

1 ●
Illus. Lawrence Snelly
Discard your hand, then draw that many cards. *Afterward, Tolaria's winds were like the whispers of lost wizards, calling for life.*

Turnabout

105/350 Uncommon
Instant

2 ●
Illus. Heather Hudson
Tap or untap all artifacts, creatures, or lands target player controls.

The best cure for a big ego is a little failure.

Veil of Birds

106/350 Common
Enchantment

●
Illus. Heather Hudson
When one of your opponents successfully casts a spell, if Veil of Birds is an enchantment, Veil of Birds becomes a 1/1 creature with flying that counts as a Bird. *When wind marries sky, even the bride's veil sings her praises.*

Veiled Apparition

107/350 Uncommon
Enchantment

1 ●
Illus. Andrew Robinson
When one of your opponents successfully casts a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 creature with flying and "During your upkeep, pay 1 ● or sacrifice Veiled Apparition" and that counts as an illusion.

Veiled Crocodile

108/350 Rare
Enchantment

2 ●
Illus. Paolo Parente
When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 creature that counts as a Crocodile. *Some roads are paved with bad intentions.*

Veiled Sentry

109/350 Uncommon
Enchantment

●
Illus. Ron Spears
When one of your opponents successfully casts a spell, if Veiled Sentry is an enchantment, Veiled Sentry becomes a creature with power and toughness each equal to the total casting cost of that spell and that counts as an illusion.

Veiled Serpent

110/350 Common
Enchantment

2 ●
Illus. Bob Eggleton
When one of your opponents successfully casts a spell, if Veiled Serpent is an enchantment, Veiled Serpent becomes a 4/4 creature that cannot attack unless defending player controls an island and that counts as a Serpent. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Windfall

111/350 Uncommon
Sorcery

2 ●
Illus. Pete Venters
Each player discards his or her hand and draws cards equal to the greatest number a player discarded this way. *"To fill your mind with knowledge, we must start by emptying it."* —Barrin, master wizard

Wizard Mentor

112/350 Common
Summon Wizard

2 ●
2/2

Illus. Jeff Miracola
●: Return Wizard Mentor and target creature you control to owner's hand. *Although some of the students quickly grasped the concept, the others could summon only blackboards.*

Zephid

113/350 Rare
Summon Illusion

1 ●
3/4
Illus. Daren Bader
Flying
Zephid cannot be the target of spells or abilities.

Once you've seen one, you'll understand why spells won't go near them.

Zephid's Embrace

114/350 Uncommon
Enchant Creature

2 ●
Illus. Daren Bader
Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities. *Spells will shun you, as will everyone else.*

Black

Abyssal Horror

115/350 Rare
Summon Horror

1 ●
2/2
Illus. rk post
Flying
When Abyssal Horror comes into play, target player chooses and discards two cards. *It has no face of its own—it wears that of its latest victim.*

Befoul

116/350 Common
Sorcery

2 ●
Illus. Pete Venters
Destroy target land or non-black creature. A creature destroyed this way cannot be regenerated this turn. *"The land putrefied at its touch, turned into an oily bile in seconds."* —Radiant, archangel

Bereavement

117/350 Uncommon
Enchantment

1 ●
Illus. Andrew Goldhawk
Whenever a green creature is put into a graveyard from play, its controller chooses and discards a card. *"Grief is as useless as love."* —Gix, Yawgmoth praetor

Blood Vassal

118/350 Common
Summon Thrull

2 ●
2/2
Illus. Chippy
Sacrifice Blood Vassal: Add ●● to your mana pool. Play this ability as a mana source. *"They are bred to suffer and born to die. Much like humans."* —Gix, Yawgmoth praetor

Bog Raiders

119/350 Common
Summon Zombies

2 ●
2/2
Illus. Carl Critchlow
Swampwalk (if defending player controls a swamp, this creature is unblockable.) *"Let weak feed on weak, that we may divine the*

nature of strength."
—Phyrexian Scripture

Breach

120/350 Common
Instant
2 ♣

Illus. Greg Staples
Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.

Cackling Fiend

121/350 Common
Summon Zombie
2 ♣ ♣

2/1
Illus. Brian Despain
When Cackling Fiend comes into play, each of your opponents chooses and discards a card. *Its windpipe is only the first to amplify its maddening laughter.*

Carriion Beetles

122/350 Common
Summon Insects
2 ♣

1/1
Illus. Ron Spencer
2 ♣, ♠: Remove from the game up to three target cards in one graveyard. *It's all fun and games until someone loses an eye.*

Contamination

123/350 Rare
Enchantment
2 ♣

Illus. Stephen Daniele
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces ♣ instead of its normal type and amount.

Corrupt

124/350 Common
Sorcery
5 ♣

Illus. Vincent Evans
Corrupt deals 1 damage to target creature or player for each swamp you control. When Corrupt successfully deals damage to a creature or player, gain life equal to that damage. *Yawgmoth brushed Urza's mind, and Urza's world convulsed.*

Crazed Skirge

125/350 Uncommon
Summon Imp
3 ♣

2/2
Illus. Ron Spencer
Flying
Crazed Skirge is unaffected by summoning sickness. *They are Phyrexia's couriers; the messages they carry are inscribed on their slick hides.*

Dark Hatching

126/350 Rare
Summon Horror
4 ♣ ♣

3/3
Illus. Mark Nelson
Flying
When Dark Hatching comes into play, destroy target nonblack creature. That creature cannot be regenerated this turn.

Dark Ritual

127/350 Common
Mana Source
2 ♣

Illus. Tom Fleming
Add ♣♣♣ to your mana pool.

"From void evolved
Phyrexia. Great Yawgmoth,
Father of Machines, saw its
perfection. Thus The Grand
Evolution began."
—Phyrexian Scriptures

Darkest Hour

128/350 Rare
Enchantment
2 ♣

Illus. Heather Hudson
All creatures are black. *"Yawgmoth spent eons wrapping Phyrexians in human skin. They are the sleeper agents, and they are everywhere."*
—Xantcha, to Urza

Despondency

129/350 Common
Enchant Creature
1 ♣

Illus. D. Alexander Gregory
Enchanted creature gets -2/-0
When Despondency is put into a graveyard from play, return Despondency to owner's hand.

Diabolic Servitude

130/350 Uncommon
Enchantment
3 ♣

Illus. Scott M. Fischer
When Diabolic Servitude comes into play, choose target creature card in your graveyard and put that creature into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Diabolic Servitude to owner's hand.

When Diabolic Servitude leaves play, remove the chosen creature from the game.

Discordant Dirge

131/350 Rare
Enchantment
3 ♣ ♣

Illus. Carl Critchlow
During your upkeep, you may put a verse counter on Discordant Dirge. ♣, Sacrifice Discordant Dirge: Look at target opponent's hand and choose up to X of those cards, where X is the number of verse counters on Discordant Dirge. That player discards those cards.

Duress

132/350 Common
Sorcery
2 ♣

Illus. Lawrence Snelly
Look at target opponent's hand and choose a non-creature, nonland card there. That player discards that card.

"We decide who is worthy of our works."
—Gix, Yawgmoth praetor

Eastern Paladin

133/350 Rare
Summon Knight
2 ♣ ♣

3/3
Illus. Carl Critchlow
♣ ♣, ♠: Destroy target green creature.

"Their fragile world. Their futile lives. They obstruct the Grand Evolution. In Yawgmoth's name, we shall excise them."
—Oath of the East

Exhume

134/350 Common
Sorcery
1 ♣

Illus. Carl Critchlow
Each player chooses a creature card in his or her graveyard and puts that creature into play. *"Death—an outmoded concept. We sleep, and we change."*
—Sitrik, birth priest

Expunge

135/350 Common
Instant
2 ♣

Illus. Christopher Moeller
Destroy target nonartifact, nonblack creature. That creature cannot be regenerated this turn.
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Flesh Reaver

136/350 Uncommon
Summon Horror
1 ♣

4/4
Illus. Pete Venters
Whenever Flesh Reaver successfully deals damage to a creature or opponent, Flesh Reaver deals an equal amount of damage to you. *Though the reaver is horrifyingly effective, its dorsal vents spit a highly corrosive cloud of filth.*

Hollow Dogs

137/350 Common
Summon Hounds
4 ♣

3/3
Illus. Jeff Miracola
Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.

A hollow dog is never empty. It is filled with thirst for the hunt.

Ill-Gotten Gains

138/350 Rare
Sorcery
2 ♣ ♣

Illus. Greg Staples
Remove Ill-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his or her graveyard into his or her hand. *Urza thought it a crusade. Xantcha knew it was a robbery.*

Looming Shade

139/350 Common
Summon Shade
2 ♣

1/1
Illus. Vincent Evans
♣: Looming Shade gets +1/+1 until end of turn. *The shade can track victims by reverberations of the pipes, as a spider senses prey tangled in its trembling web.*

Lurking Evil

140/350 Rare
Enchantment
2 ♣ ♣

Illus. Scott Kirschner
Pay half your life, rounded up: Lurking Evil becomes a 4/4 creature with flying that counts as a Horror. *"Ash is our air, darkness our flesh."*
—Phyrexian Scriptures

Mana Leech

141/350 Uncommon
Summon Worm
2 ♣

1/1
Illus. Mark Nelson
You may choose not to untap Mana Leech during your untap phase. ♠: Tap target land. As long as Mana Leech remains tapped, that land does not untap during its controller's untap phase.

No Rest for the Wicked

142/350 Uncommon
Enchantment
1 ♣

Illus. Carl Critchlow
Sacrifice No Rest for the Wicked: Return to your hand all creature cards put into your graveyard from play this turn. *"The soul? Here, we have no use for such frivolities."*
—Sitrik, birth priest

Oppression

143/350 Rare
Enchantment
1 ♣ ♣

Illus. Pete Venters
Whenever a player successfully casts a spell, that player chooses and discards a card. *"Do not presume to speak for yourself."*
—Gix, to Xantcha



Order of Yawgmoth

144/350 Uncommon
Summon Knight
2 ♣ ♣

2/2
Illus. Chippy
Order of Yawgmoth cannot be blocked except by artifact creatures and black creatures. Whenever Order of Yawgmoth successfully deals damage to a player, that player chooses and discards a card.

Parasitic Bond

145/350 Uncommon
Enchant Creature
3 ♣

Illus. Scott Kirschner
During the upkeep of enchanted creature's controller, Parasitic Bond deals 2 damage to that player. *"All bonds are parasitic. Only rulership is pure."*
—Gix, Yawgmoth praetor

Persecute

146/350 Rare
Sorcery
2 ♣ ♣

Illus. D. Alexander Gregory
Choose a color. Look at target player's hand. That player discards all cards of the chosen color. *"My finest warrior was lost to the Phyrexians. I pray that Lady Selenia died honorably."*
—Radiant, archangel

Pestilence

147/350 Common
Enchantment
2 ♣ ♣

Illus. Pete Venters
At the end of each turn, if

no creatures are in play, sacrifice Pestilence. ♣: Pestilence deals 1 damage to each creature and player.

Phyrexian Ghoul

148/350 Common
Summon Zombie
2 ♣

2/2
Illus. Pete Venters
Sacrifice a creature: Phyrexian Ghoul gets +2/+2 until end of turn. *Phyrexia wastes nothing. Its food chain is a spiraling cycle.*

Planar Void

149/350 Uncommon
Enchantment
2 ♣

Illus. Andrew Goldhawk
Whenever a card is put into a graveyard, remove that card from the game. *"Planeswalking isn't about walking. It's about falling and screaming."*
—Xantcha, Phyrexian outcast

Priest of Gix

150/350 Uncommon
Summon Minion
2 ♣

2/1
Illus. Brian Despain
When Priest of Gix comes into play, add ♣♣♣ to your mana pool. *"Gix doesn't want a people to rule but puppets to entertain his madness."*
—Xantcha, Phyrexian outcast

Rain of Filth

151/350 Uncommon
Instant
♣

Illus. Stephen Daniele
Each land you control gains "Sacrifice this land: Add ♣ to your mana pool" until end of turn. *"When I say it rained, it was not small drops, but a thick, greasy drool pouring from the heavens."*
—Urza, journal

Ravenous Skirge

152/350 Common
Summon Imp
2 ♣

1/1
Illus. Ron Spencer
Flying
Whenever Ravenous Skirge attacks, it gets +2/+0 until end of turn. *Hunger is a kind of madness—and here, all madness flourishes.*

Reclusive Wight

153/350 Uncommon
Summon Minion
3 ♣

4/4
Illus. Vincent Evans
During your upkeep, if you control any other nonland permanents, sacrifice Reclusive Wight. *There are places so horrible that even the dead hide their faces.*

Reprocess

154/350 Rare
Sorcery
2 ♣ ♣

Illus. Mark Tedin
Sacrifice any number of artifacts, creatures, and/or lands and draw a card for each one sacrificed this way. *Everything will find its use in Phyrexia. Eventually.*

Sanguine Guard

155/350 Uncommon
Summon Knight
1 ♣ ♣

2/2
Illus. Kev Walker
First strike
♣: Regenerate Sanguine Guard. *"Father of Machines! Your filigree gaze carves us, and the scars dance upon our grateful flesh."*
—Phyrexian Scriptures

Sicken

156/350 Common
Enchant Creature
2 ♣

Illus. Heather Hudson
Enchanted creature gets -1/-1.
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)
Urza dared to attack Phyrexia. Slowly, it retaliated.



Skirge Familiar

157/350 Uncommon
Summon Imp
4 ♣

3/2
Illus. Ron Spencer
Flying
Choose and discard a card: Add ♣ to your mana pool. Play this ability as a mana source. *The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Skittering Skirge

158/350 Common
Summon Imp
2 ♣

3/2
Illus. Ron Spencer
Flying
When you successfully cast a creature spell, sacrifice Skittering Skirge. *The imps' warbling cries echo through Phyrexia's towers like those of mourning doves in a cathedral.*

Sleeper Agent

159/350 Rare
Summon Minion
2 ♣

3/3
Illus. Randy Gallegos
When Sleeper Agent comes into play, target opponent gains control of it. During your upkeep, Sleeper Agent deals 2 damage to you.

Spined Fluke

160/350 Uncommon
Summon Horror
2 ♣

5/1
Illus. Mark Nelson
When Spined Fluke comes into play, sacrifice a creature. ♣: Regenerate Spined Fluke. *Its spines are prized as writing quills by the priests of Gix.*

Tainted Aether

161/350 Rare
Enchantment
2 ♣ ♣

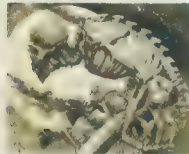
Illus. Thomas M. Baxa

URZA'S SAGA

Whenever a creature comes into play, its controller sacrifices a creature or land. *Gix despised the sylvan morass. The gouge that the portal had torn in the forest was the only pleasing sight.*

Unnerve

162/350 Common Sorcery 3
Illus. Terese Nielsen
Each of your opponents chooses and discards two cards.
"If fear is the only tool you have left, then you'll never control me."
—Xantcha, to Gix



Unworthy Dead

163/350 Common Summon Skeletons 1
1/1
Illus. Carl Critchlow
☠: Regenerate Unworthy Dead.

"Great Yawgmoth moves across the seas of shard and bone and rust. We exalt him in life, in death, and in between."—Phyrexian Scriptures

Vampiric Embrace

164/350 Uncommon Enchant Creature 2

Illus. Thomas M. Baxa
Enchanted creature gets +2/+2 and gains flying. Whenever a creature successfully dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.

Vebulid

165/350 Rare Summon Horror 0/0

Illus. Ron Spencer
Vebulid comes into play with one +1/+1 counter on it. During your upkeep, you may put a +1/+1 counter on Vebulid.
When Vebulid attacks or blocks, destroy it at end of combat.

Victimize

166/350 Uncommon Sorcery 2

Illus. Val Mayerik
Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, put the two chosen creatures into play tapped. *The priest cast Xantcha to the ground. "It is defective. We must scrap it."*

Vile Requiem

167/350 Uncommon Enchantment 2
Illus. Carl Critchlow
During your upkeep, you may put a verse counter on Vile Requiem.
1 ☠, Sacrifice Vile Requiem: Destroy up to X

target nonblack creatures, where X is the number of verse counters on Vile Requiem. Those creatures cannot be regenerated this turn.

Western Paladin

168/350 Rare Summon Knight 2
3/3
Illus. Carl Critchlow
☠, ☠: Destroy target white creature.
"Their weak laws. Their flawed systems. They inhibit the Grand Evolution. In Yawgmoth's name, we shall erase them."
—Oath of the West

Witch Engine

169/350 Rare Summon Horror 5
4/4
Illus. Kev Walker
Swampwalk (If defending player controls a swamp, this creature is unblockable.)
☠: Add ☠☠☠☠ to your mana pool. Target opponent gains control of Witch Engine. (Play this ability as an instant.)

Yawgmoth's Edict

170/350 Uncommon Enchantment 1
Illus. Scott Kirschner
Whenever one of your opponents successfully casts a white spell, that player loses 1 life and you gain 1 life.
"Phyrexia's purity permits no other."
—Xantcha, Phyrexian out-cast

Yawgmoth's Will

171/350 Rare Sorcery 2
Illus. Ron Spencer
Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.

Red

Acidic Soil

172/350 Uncommon Sorcery 2
Illus. Scott M. Fischer
Acidic Soil deals 1 damage to each player for each land he or she controls. *Phyrexia had tried to take Urza's soul. He was relieved that Shiv tried to claim only his soles.*

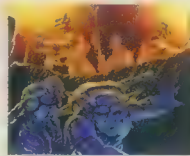
Antagonism

173/350 Rare Enchantment 3
Illus. Donato Giancola
During each player's discard phase, Antagonism deals 2 damage to that player unless one of his or her opponents was successfully dealt damage that turn.

Arc Lightning

174/350 Common Sorcery 2
Illus. Andrew Goldhawk
Arc Lightning deals 3 dam-

age divided as you choose among any number of target creatures and/or players. *Rainclouds don't last long in Shiv, but that doesn't stop the lightning.*



Bedlam

175/350 Rare Enchantment 2
Illus. Mike Raabe
Creatures cannot block. *Sometimes quantity, in the absence of quality, is good enough.*

Brand

176/350 Rare Instant
Illus. Donato Giancola
Gain control of all permanents you own.
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)
"By this glyph I affirm your role."

—Urza, to Karn

Bravado

177/350 Common Enchant Creature 1
Illus. Jerry Tiritilli
Enchanted creature gets +1/+1 for each other creature you control.
"We drive the dragons from our home. Why should we fear you?"
—Fire Eye, viashino bey

Bulwark

178/350 Rare Enchantment 3
Illus. Brian Snoddy
During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand.
"It will be the goblin's first bath, and its last."—Fire Eye, viashino bey

Crater Hellion

179/350 Rare Summon Beast 4
6/6
Illus. Daren Bader
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
When Crater Hellion comes into play, it deals 4 damage to each other creature.

Destructive Urge

180/350 Uncommon Enchant Creature 1
Illus. Andrew Robinson
Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land. *Red sky at night, dragon's delight.*

Disorder

181/350 Uncommon Sorcery 1
Illus. Terese Nielsen
Disorder deals 2 damage to each white creature and

each player who controls a white creature.
"Then, just when the other guys were winnin', the sky threw up."
—Julia, goblin raider

Dromosaur

182/350 Common Summon Lizard 2
2/3
Illus. Ciruelo
Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn.
They say dromosaurs are frightened of dogs, even little ones. There are no dogs in Shiv. Not even little ones.

Electryte

183/350 Rare Summon Beast 3
3/3
Illus. Thomas M. Baxa
Whenever Electryte successfully deals combat damage to defending player, Electryte deals damage equal to its power to each blocking creature. *Shivan inhabitants are hardened to fire, so their predators have developed alternative weaponry.*

Faither

184/350 Common Instant 1
Illus. Mike Raabe
Creatures without flying cannot block this turn. *Like a sleeping dragon, Shiv stirs and groans at times.*

Fault Line

185/350 Rare Instant X
Illus. Ron Spencer
Fault Line deals X damage to each creature without flying and each player. *We live on the serpent's back.*
—Viashino saying

Fiery Mantle

186/350 Common Enchant Creature 1
Illus. Bob Eggleton
When Fiery Mantle is put into a graveyard from play, return Fiery Mantle to owner's hand.
☠: Enchanted creature gets +1/+0 until end of turn.

Fire Ants

187/350 Uncommon Summon Insects 2
2/1
Illus. Tom Fleming
☠: Fire Ants deals 1 damage to each other creature without flying. *Visitors to Shiv fear the dragons, the goblins, or the viashino. Natives fear the ants.*

Gamble

188/350 Rare Sorcery 2
Illus. Andrew Goldhawk
Search your library for a card, put that card into your hand, then discard a card at random. Shuffle your library afterward. *When you've got nothing, you might as well trade it for something else.*

Goblin Cadets

189/350 Uncommon Summon Goblins 2/2
Illus. DiTerlizzi
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
Goblin War Buggy is unaffected by summoning sickness.
"If you kids don't stop that racket, I'm turning this expedition around right now!"

Goblin Lackey

190/350 Uncommon Summon Goblin 1/1
Illus. Jerry Tiritilli
Whenever Goblin Lackey successfully deals damage to a player, you may choose a Goblin card in your hand and put that Goblin into play. *All bark, someone else's bite.*

Goblin Matron

191/350 Common Summon Goblin 2
1/1
Illus. DiTerlizzi
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward. *There's always room for one more.*

Goblin Offensive

192/350 Uncommon Sorcery X
Illus. Carl Critchlow
Put X Goblin tokens into play. Treat these tokens as 1/1 red creatures. *They certainly are.*

Goblin Patrol

193/350 Common Summon Goblins 2
2/1
Illus. Greg Staples
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
"Take the sharp metal stick and make a lotta holes."
—Julia, goblin raider

Goblin Raider

194/350 Common Summon Goblin 1
2/2
Illus. Greg Staples
Goblin Raider cannot block. *He was proud to wear the lizard skin around his waist, just for the fun of annoying the enemy.*

Goblin Spelunkers

195/350 Common Summon Goblins 2
2/2
Illus. DiTerlizzi
Mountainwalk (If defending player controls a mountain, this creature is unblockable.)
"It only short jump. You go first."
"AIIIEEEEE!"
"Hmm...we go different way now."

Goblin War Buggy

196/350 Common Summon Goblin 1

1
2/2
Illus. DiTerlizzi
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
Goblin War Buggy is unaffected by summoning sickness.
Guma
197/350 Uncommon Summon Cat 2
2/2
Illus. Daren Bader
Protection from blue. *When the giant returned for the night, he found a dead merfolk on his pillow. Although he praised the little guma, he inwardly wondered where she had hid the head.*

Headlong Rush

198/350 Common Instant 1
Illus. Dermot Power
All attacking creatures gain first strike until end of turn. *A landslide of goblins poured towards the defenders—tumbling, rolling, and bouncing their way down the steep hillside.*

Heat Ray

199/350 Common Instant X
Illus. Brian Snoddy
Heat Ray deals X damage to target creature. *It's not known whether the Thran built the device to forge their wonders or to defend them.*

Jagged Lightning

200/350 Uncommon Sorcery 3
Illus. Mike Raabe
Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature. *The pungent smell of roasting flesh made both mages realize they'd rather break for dinner than fight.*

Lay Waste

201/350 Common Sorcery 3
Illus. Terese Nielsen
Destroy target land. *Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Lightning Dragon

202/350 Rare Summon Dragon 2
4/4
Illus. Ron Spencer
Flying; echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
☠: Lightning Dragon gets +1/+0 until end of turn.

Meltdown

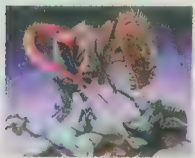
203/350 Uncommon Sorcery X
Illus. Donato Giancola
Destroy each artifact with total casting cost X or less. *Catastrophes happened so often at the mana rig that the viashino language had a special word to describe them.*

Okk
204/350 Rare
Summon Goblin
1
4/4
Illus. Mike Raabe
Okk cannot attack unless a creature with greater power also attacks.
Okk cannot block unless a creature with greater power also blocks.

Outmaneuver
205/350 Uncommon
Instant
x
Illus. Greg Staples
X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.
"Push one goblin into sight, an' run a lot. That's tactics."
—Jula, goblin raider

Rain of Silt
206/350 Uncommon
Sorcery
4
Illus. Adam Rex
Destroy two target lands.
Here, rain does not wash the land; it desiccates it.

Raze
207/350 Common
Sorcery
Illus. Mike Raabe
At the time you play Raze, sacrifice a land.
Destroy target land.
The viashino believe that the oldest mountains hate everyone equally.



Raflexes
208/350 Common
Enchant Creature
Illus. Steve White
Enchanted creature gains first strike.
"Here's how ya win. Don't let the other guy hit back first."
—Jula, goblin raider

Retromancer
209/350 Common
Summon Viashino
2
3/3
Illus. Robb Ruppel
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller.
"If one harm us, strike them in return. So sayeth the bey."

Rumbling Crescendo
210/350 Rare
Enchantment
3
Illus. Lawrence Snelly
During your upkeep, you may put a verse counter on Rumbling Crescendo.
Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo.

Scald
211/350 Uncommon
Enchantment
1
Illus. Adam Rex
Whenever a player taps an island for mana, Scald deals 1 damage to that player.
"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Scoria Wurm
212/350 Rare
Summon Wurm
4
7/7
Illus. Steve Firchow
During your upkeep, flip a coin. If you lose the flip, return Scoria Wurm to owner's hand.
Late at night, ululations echo from deep under Shiv, as the wurms sing of times older than humanity.

Scrap
213/350 Common
Instant
2
Illus. Donato Giancola
Destroy target artifact.
Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Shivan Hellkite
214/350 Rare
Summon Dragon
5
5/5
Illus. Bob Eggleton
Flying
1: Shivan Hellkite deals 1 damage to target creature or player.
A dragon's scale can be carved into a mighty shield, provided you can procure a dragon's tooth to cut it.

Shivan Raptor
215/350 Uncommon
Summon Lizard
2
3/1
Illus. Bob Eggleton
First strike; echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
Shivan Raptor is unaffected by summoning sickness.

Shiv's Embrace
216/350 Uncommon
Enchant Creature
2
Illus. Bob Eggleton
Enchanted creature gets +2/+2 and gains flying.
Enchanted creature gets +1/+0 until end of turn.
"Wear the foe's form to best it in battle. So sayeth the bey."

Shower of Sparks
217/350 Common
Instant
Illus. Christopher Moeller
Shower of Sparks deals 1 damage to target creature and 1 damage to target player.
The viashino had learned how to operate the rig through trial and error—mostly error.

Sneak Attack
218/350 Rare
Enchantment
3
Illus. Jerry Tiritilli
Choose a creature card from your hand and put that creature into play. The creature is unaffected by summoning sickness. At end of turn, sacrifice the

creature.
"Nothin' beat surprise—'cept rock."
Steam Blast
219/350 Uncommon
Sorcery
2
Illus. Mike Raabe
Steam Blast deals 2 damage to each creature and player.
The viashino knew of the cracked pipes but deliberately left them unattended to bolster the rig's defenses.

Sulfuric Vapors
220/350 Rare
Enchantment
3
Illus. Lawrence Snelly
Whenever a red spell deals damage, it instead deals that amount of damage plus 1.
It was the dragons who first learned to chase their prey into the vapors before igniting them.

Thundering Giant
221/350 Uncommon
Summon Giant
3
4/3
Illus. Mark Zug
Thundering Giant is unaffected by summoning sickness.
The giant was felt a few seconds before he was seen.

Torch Song
222/350 Uncommon
Enchantment
2
Illus. Thomas M. Baxa
During your upkeep, you may put a verse counter on Torch Song.
2: Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song.

Viashino Outrider
223/350 Common
Summon Viashino
2
4/3
Illus. Ciruelo
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
"Give thy ration to thy mount, if the road be long. So sayeth the bey."

Viashino Runner
224/350 Common
Summon Viashino
3
3/2
Illus. Steve White
Viashino Runner cannot be blocked by only one creature.
"It moved this way, an' that way, an' then before I could stick it, it jumped over my head an' was gone."
—Jula, goblin raider

Viashino Sandswimmer
225/350 Rare
Summon Viashino
2
3/2
Illus. Pete Venters
Flip a coin. If you win the flip, return Viashino Sandswimmer to owner's hand. Otherwise, sacrifice Viashino Sandswimmer. Few swim in a place of such thirst.

Viashino Weaponsmith
226/350 Common
Summon Viashino
3
2/2
Illus. Dermot Power
Whenever a creature blocks it, Viashino Weaponsmith gets +2/+2 until end of turn.
Within the rig settlement, those who have mastered the making of weapons earn highest honor.

Vag Lizard
227/350 Uncommon
Summon Lizard
1
3/4
Illus. Heather Hudson
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
Mountainwalk (If defending player controls a mountain, this creature is unblockable.)

Wildfire
228/350 Rare
Sorcery
4
Illus. Carl Critchlow
Each player sacrifices four lands, then Wildfire deals 4 damage to each creature.
"Shiv hatched from a shell of stone around a yolk of flame."
—Viashino myth

Green
Abundance
229/350 Rare
Enchantment
2
Illus. Rebecca Guay
Instead of drawing a card, you may choose land or nonland and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order.

Acridian
230/350 Common
Summon Insect
1
2/4
Illus. rk post
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
The elves of Argoth were trained to ride these creatures, even when their mounts traveled upside-down.

Albino Troll
231/350 Uncommon
Summon Troll
1
3/3
Illus. Paolo Parente
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
1: Regenerate Albino Troll.

Anaconda
232/350 Uncommon
Summon Snake
3
3/3
Illus. Stephen Daniele
Swampwalk (If defending player controls a swamp, this creature is unblock-

able.)
If you're smaller than the anaconda, it considers you food. If you're larger than the anaconda, it considers you a lot of food.

Argothian Elder
233/350 Uncommon
Summon Elf
3
2/2
Illus. DiTerlizzi
Untap two target lands. Sharpen your ears
—Elvish expression meaning "grow wiser"

Argothian Enchantress
234/350 Rare
Summon Enchantress
1
0/1
Illus. Daren Bader
Argothian Enchantress cannot be the target of spells or abilities.
Whenever you successfully cast an enchantment spell, draw a card.

Argothian Swine
235/350 Common
Summon Boar
3
3/3
Illus. Randy Elliott
Trample
In Argoth, the shortest route between two points is the one the swine make.

Argothian Wurm
236/350 Rare
Summon Wurm
3
6/6
Illus. Kev Walker
Trample
When Argothian Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library.

Blanchwood Armor
237/350 Uncommon
Enchant Creature
2
Illus. Paolo Parente
Enchanted creature gets +X/+X, where X is the number of forests you control.
"Braid her branches, life fulfilling
Goddess loving,
Goddess killing."
—Citanul chant

Blanchwood Treefolk
238/350 Common
Summon Treefolk
4
4/5
Illus. DiTerlizzi
The massive Argivian attack on their rooted kindred was a declaration of war to the treefolk.

Hull Hippo
239/350 Uncommon
Summon Hippo
3
3/3
Illus. Daren Bader
Islandwalk (If defending player controls an island, this creature is unblockable.)
"How could you not hear it approach? It's a hippo!"
—Argivian commander

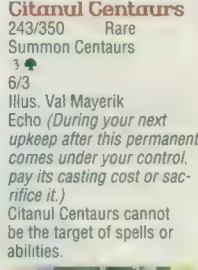
Carpet of Flowers
240/350 Uncommon
Enchantment
Illus. Rebecca Guay
During your main phase, you may add up to X mana

of one color to your mana pool, where X is the number of islands target opponent controls.

Cave Tiger
241/350 Common
Summon Cat
2
2/2
Illus. Hannibal King
Whenever a creature blocks it, Cave Tiger gets +1/+1 until end of turn.
The druids found a haven in the cool limestone tunnels beneath Argoth. The invaders found only tigers.

Child of Gaea
242/350 Rare
Summon Elemental
3
7/7
Illus. Paolo Parente
Trample
During your upkeep, pay or sacrifice Child of Gaea.
1: Regenerate Child of Gaea.

Citanul Centaurs
243/350 Rare
Summon Centaur
3
6/3
Illus. Val Mayerik
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
Citanul Centaurs cannot be the target of spells or abilities.



Citanul Hierophants
244/350 Rare
Summon Druids
3
3/2
Illus. Vincent Evans
Each creature you control gains "Add to your mana pool. Play this ability as a mana source."
From deep in the caves beneath the forest, the hierophants planned the druids' raids against the enemy.

Cradle Guard
245/350 Uncommon
Summon Treefolk
1
4/4
Illus. Mark Zug
Trample; echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
Mother, sleep / Dream our lives / Our roots your soul / Our leaves your bed.

Crosswinds
246/350 Uncommon
Enchantment
1
Illus. Randy Elliott
All creatures with flying get -2/-0.
Harbin's ornithopter had been trapped for two days within the currents of the storm. When the skies cleared, all he could see was a horizon of trees.

Elvish Herder

247/350 Common
Summon Elf

1/1
Illus. Tom Fleming
♣: Target creature gains trample until end of turn. Before Urza and Mishra came to Argoth, the herders prevented their creatures from stampeding. During the war, they encouraged it.

Elvish Lyrst

248/350 Common
Summon Elf

1/1
Illus. Rebecca Guay
♣, ♠: Sacrifice Elvish Lyrst: Destroy target enchantment. Bring the spear of ancient briar; Bring the torch to light the pyre; Bring the one who trod our ground; Bring the spade to dig his mound.

Endless Wurm

249/350 Rare
Summon Wurm

3 ♣♣♣
9/9
Illus. DiTerlizzi
Trample
During your upkeep, sacrifice an enchantment or sacrifice Endless Wurm. Ages ago, a party of elves took cover to let one pass. They're still waiting.

Exploration

250/350 Rare
Enchantment

♣
Illus. Brian Snoddy
You may play an additional land each turn. The first explorers found Argoth a storehouse of natural wealth—towering forests grown over rich veins of ore.

Fecundity

251/350 Uncommon
Enchantment

2 ♣
Illus. Rebecca Guay
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card. Life is eternal. A lifetime is ephemeral.

Fertile Ground

252/350 Common
Enchant Land

1 ♣
Illus. Heather Hudson
Whenever enchanted land is tapped for mana, it produces an additional one mana of any color. The forest was too lush for the brothers to despoil—almost.

Fortitude

253/350 Common
Enchant Creature

1 ♣
Illus. Daren Bader
When Fortitude is put into a graveyard from play, return Fortitude to owner's hand. Sacrifice a forest: Regenerate enchanted creature.

Gaea's Bounty

254/350 Common
Sorcery

2 ♣

Illus. Stephen Daniele
Search your library for up to two forest cards, reveal them, and put them into your hand. Shuffle your library afterward. The forest grew back so quickly that lumbering machines were suspended in the treetops.

Gaea's Embrace

255/350 Uncommon
Enchant Creature

2 ♣♣
Illus. Paolo Parente
Enchanted creature gets +3/+3 and gains trample. ♣: Regenerate enchanted creature. The forest rose to the battle, not to save the people but to save itself.

Gorilla Warrior

256/350 Common
Summon Ape

2 ♣
3/2
Illus. Steve White
The gorilla beat its chest and threw great handfuls of leaves into the air. It howled challenge and showed its teeth. The mechanical soldier, not understanding, simply killed it.

Greater Good

257/350 Rare
Enchantment

2 ♣♣
Illus. Pete Venters
Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then choose and discard three cards. "We have more sprouts than they have hands."
—Gamelen, Citanul elder

Greener Pastures

258/350 Rare
Enchantment

2 ♣
Illus. Heather Hudson
During each player's upkeep, if that player controls more lands than any other, the player puts a Saproling token into play under his or her control. Treat this token as a 1/1 green creature.

Hawkeater Moth

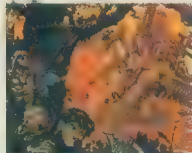
259/350 Uncommon
Summon Insect

3 ♣
1/2
Illus. Heather Hudson
Flying
Hawkeater Moth cannot be the target of spells or abilities. Each day at dusk the birds above the canopy grow silent.

Hidden Ancients

260/350 Uncommon
Enchantment

1 ♣
Illus. Daren Bader
When one of your opponents successfully casts an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5 creature that counts as a Treefolk. The only alert the invaders had was the rustling of leaves on a day without wind.



Hidden Guerrillas

261/350 Uncommon
Enchantment

♣
Illus. Christopher Moeller
When one of your opponents successfully casts an artifact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 creature with trample and that counts as a Soldier.

Hidden Herd

262/350 Rare
Enchantment

♣
Illus. Andrew Robinson
When one of your opponents plays a nonbasic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 creature that counts as an Beast.

Hidden Predators

263/350 Rare
Enchantment

♣
Illus. John Matson
When one of your opponents controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 creature that counts as a Beast.

Hidden Spider

264/350 Common
Enchantment

♣
Illus. Thomas M. Baxa
When one of your opponents successfully casts a creature with flying, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 creature that can block creatures with flying and that counts as a Spider. It wants only to dress you in silk.

Hidden Stag

265/350 Rare
Enchantment

1 ♣
Illus. Berry
Whenever one of your opponents plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 creature that counts as a Beast. Whenever you play a land, if Hidden Stag is a creature, Hidden Stag becomes an enchantment.

Hush

266/350 Common
Sorcery

3 ♣
Illus. Rebecca Guay
Destroy all enchantments. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Lull

267/350 Common
Instant

1 ♣
Illus. Terese Nielsen
Creatures deal no combat damage this turn. Cycling 2 (You may pay 2 and discard this card from

your hand to draw a card. Play this ability as an instant.)

Midsummer Revel

268/350 Rare
Enchantment

3 ♣♣♣
Illus. Steve Firchow
During your upkeep, you may put a verse counter on Midsummer Revel. ♣, ♠: Sacrifice Midsummer Revel: Put X Beast tokens into play, where X is the number of verse counters on Midsummer Revel. Treat these tokens as 3/3 green creatures.

Pouncing Jaguar

269/350 Common
Summon Cat

2/2
Illus. Daren Bader
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.) One pounce, she's hungry—you die quickly. Two, she's teaching her cubs—you're in for a long day.

Priest of Titania

270/350 Common
Summon Elf

1 ♣
1/1
Illus. Rebecca Guay
♠: Add ♣ to your mana pool for each Elf in play. Play this ability as a mana source. Titania rewards all who honor the forest by making them a living part of it.

Rejuvenate

271/350 Common
Sorcery

3 ♣
Illus. Greg Simanson
Gain 6 life. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Retaliation

272/350 Uncommon
Enchantment

2 ♣
Illus. Tom Fleming
Each creature you control gains "Whenever a creature blocks it, this creature gets +1/+1 until end of turn." A foul, metallic stench clogged Urza's senses. It was then he knew his brother was no more.

Sporogenesis

273/350 Rare
Enchantment

3 ♣
Illus. Ron Spencer
During your upkeep, you may put a fungus counter on target nontoken creature. Whenever a creature with a fungus counter on it is put into a graveyard, put a Saproling token into play for each of those fungus counters. Treat these tokens as 1/1 green creatures. When Sporogenesis leaves play, remove all fungus counters from all creatures.

Spreading Algae

274/350 Uncommon
Enchant Land

♣
Illus. Stephen Daniele
Play Spreading Algae only

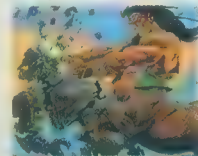
on a swamp. When enchanted land becomes tapped, destroy that land.

When Spreading Algae is put into a graveyard from play, return Spreading Algae to owner's hand.

Symbiosis

275/350 Common
Instant

1 ♣
Illus. Jeff Miracola
Two target creatures each get +2/+2 until end of turn. Although the elves of Argoth always considered them a nuisance, the pixies made fine allies during the war against the machines.



Titania's Boon

276/350 Uncommon
Sorcery

3 ♣
Illus. Val Mayerik
Put a +1/+1 counter on each creature you control. When the winds rock the trees, listen for voices in the creaking of the trunks. If you hear your name, you are one of the Goddess's chosen.

Titania's Chosen

277/350 Uncommon
Summon Elf

2 ♣
1/1
Illus. Mark Zug
Whenever a player successfully casts a green spell, put a +1/+1 counter on Titania's Chosen.

"What do a hero and an arrow have in common? In times of war are many more made."
—Elvish riddle

Treefolk Seedlings

278/350 Uncommon
Summon Treefolk

2 ♣
2/+
John Matson
Treefolk Seedlings has toughness equal to the number of forests you control.

The year that the brothers landed on Argoth, the trees produced five times as many seeds as normal.

Treetop Rangers

279/350 Common
Summon Elves

2 ♣
2/2
Illus. Daren Bader
Treetop Rangers cannot be blocked except by creatures with flying. "If you can't catch them, cut the trees down from beneath them. Force them to fight on our terms."
—Mishra

Venomous Fangs

280/350 Common
Enchant Creature

2 ♣
Illus. Lawrence Snelly
Whenever enchanted creature successfully deals damage to a creature, destroy that creature. All the pain of the shattered forest contained in a single drop.

Vernal Bloom

281/350 Rare
Enchantment

3 ♣
Illus. Bob Eggleton
Whenever a forest is tapped for mana, it produces an additional ♣. Many cultures have legends of a lush, hidden paradise. The elves of Argoth had no need of such stories.

War Dance

282/350 Uncommon
Enchantment

♣
Illus. Terese Nielsen
During your upkeep, you may put a verse counter on War Dance. Sacrifice War Dance: Target creature gets +X/+X until end of turn, where X is the number of verse counters on War Dance.

Whirlwind

283/350 Rare
Sorcery

2 ♣♣
Illus. John Matson
Destroy all creatures with flying. Urza tried to rule the air, but Gaea taught him that she controlled all the elements.

Wild Dogs

284/350 Common
Summon Hounds

2/1
Illus. Terese Nielsen
During your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Winding Wurm

285/350 Common
Summon Wurm

4 ♣
6/6
Illus. DiTerlizzi
Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.) Entire trees were stripped of their bark and branches by the worm's writhing path.

Artifacts

Barrin's Codex

286/350 Rare
Artifact

4
Illus. DiTerlizzi
During your upkeep, you may put a page counter on Barrin's Codex. 4, ♠: Sacrifice Barrin's Codex: Draw X cards, where X is the number of page counters on Barrin's Codex.

Cathodion

287/350 Uncommon
Artifact Creature

3
3/3
Illus. Henry G. Higgenbotham
When Cathodion is put into a graveyard from play, add three colorless mana to your mana pool. Instead of creating a tool that would be damaged by heat, the Thran built one that was charged by it.

Chimeric Staff

288/350 Rare
Artifact

4

Illus. Michael Sutfin
x, **☐**: Chimeric Staff is an artifact creature with power and toughness each equal to X until end of turn.
A snake in the grasp.

Citanul Flute

289/350 Rare
 Artifact

5
Illus. Berry
x, **☐**: Search your library for a creature card with total casting cost no greater than X. Reveal that card and put it into your hand. Shuffle your library afterward.

Claws of Gix

290/350 Uncommon
 Artifact

0
Illus. Henry G. Higgenbotham
1, Sacrifice a permanent: Gain 1 life.
When the Brotherhood of Gix dug out the cave of Koi-los they found their master's severed hand. They enshrined it, hoping that one day it would point the way to Phyrexia.

Copper Gnomes

291/350 Rare
 Artifact Creature

2
1/1
Illus. Jeff Laubenstein
4, Sacrifice Copper Gnomes: Choose an artifact card in your hand and put that artifact into play. Start with eleven gnomes and a room of parts, and come morning you'll have ten and a monster the likes of which you've never seen.

Crystal Chimes

292/350 Uncommon
 Artifact

3
Illus. Donato Giancola
3, **☐**: Sacrifice Crystal Chimes: Return all enchantment cards from your graveyard to your hand. As Serra was to learn, the peace and sanctity of her realm were as fragile as glass.

Dragon Blood

293/350 Uncommon
 Artifact

3
Illus. Greg Simanson
3, **☐**: Put a +1/+1 counter on target creature.
Fire in the blood, fire in the belly.

Endoskeleton

294/350 Uncommon
 Artifact

2
Illus. Mark Tedin
 You may choose not to untap Endoskeleton during your untap phase.
2, **☐**: Target creature gets +0/+3 as long as Endoskeleton remains tapped.

Fluctuator

295/350 Rare
 Artifact

2
Illus. John Matson
 Cycling costs you up to 2 less to play.
Fiko summoned only atogs for three straight sessions. The tutor couldn't decide whether to punish his failure or praise his consistency.

Grafted Skullcap

296/350 Rare
 Artifact

4
Illus. Brian Despain
 During your draw phase, draw an additional card. At the end of each of your turns, discard your hand.
"Let go your mind. Mine is fitter."
 —Gix, Yawgmoth praetor

Hopping Automaton

297/350 Uncommon
 Artifact Creature

2/2
Illus. Val Mayerik
0: Hopping Automaton gets -1/-1 and gains flying until end of turn.
Designed to carry equipment across rivers, the hopping automaton was soon pressed into service in the infantry.

Karn, Silver Golem

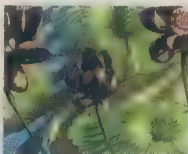
298/350 Rare
 Legendary Artifact Creature

5
4/4
Illus. Mark Zug
 Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.
1: Target noncreature artifact is an artifact creature with power and toughness each equal to its casting cost until end of turn. (That artifact retains its abilities.)

Lifeline

299/350 Rare
 Artifact

5
Illus. D. Alexander Gregory
 Whenever a creature is put into a graveyard and a creature is in play, return that creature from your graveyard to play at end of turn.



Lotus Blossom

300/350 Rare
 Artifact

2
Illus. Randy Gallegos
 During your upkeep, you may put a petal counter on Lotus Blossom.
☐: Sacrifice Lotus Blossom: Add X mana of one color to your mana pool, where X is the number of petal counters on Lotus Blossom. Play this ability as a mana source.

Metrognome

301/350 Rare
 Artifact

4
Illus. Jeff Laubenstein
 When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.
4, **☐**: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Mishra's Helix

302/350 Rare
 Artifact

5
Illus. Berry
x, **☐**: Tap X lands. The helix was the finest example of Mishra's campaign strategy: If he couldn't have Argoth, no one could.

Mobile Fort

303/350 Uncommon
 Artifact Creature

4
0/6
Illus. Mark Tedin
 Mobile Fort counts as a Wall. (Walls cannot attack.)
3: Mobile Fort gets +3/-1 until end of turn and can attack this turn as though it were not a Wall. Play this ability only once each turn.

Noetic Scales

304/350 Rare
 Artifact

4
Illus. Andrew Robinson
 During each player's upkeep, return to owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

Phyrexian Colossus

305/350* Rare
 Artifact Creature

7
8/8
Illus. Mark Tedin
 Phyrexian Colossus does not untap during your untap phase.
 Pay 8 life: Untap Phyrexian Colossus.
 Phyrexian Colossus cannot be destroyed by fewer than three creatures.

Phyrexian Processor

306/350 Rare
 Artifact

4
Illus. Ron Spencer
 When Phyrexian Processor comes into play, pay any amount of life.
4, **☐**: Put a Minion token into play. Treat this token as a black creature with power and toughness each equal to the amount of life paid at the time Phyrexian Processor came into play.

Pit Trap

307/350 Uncommon
 Artifact

2
Illus. Brian Snöddy
2, **☐**: Sacrifice Pit Trap: Destroy target attacking creature without flying. That creature cannot be regenerated this turn. Yotian soldiers were designed to fight, not watch their feet.

Purging Scythe

308/350 Rare
 Artifact

5
Illus. Matthew Wilson
 During your upkeep, Purging Scythe deals 2 damage to the creature with the lowest toughness. If two or more creatures are tied for the lowest toughness, you decide to which creature Purging Scythe deals damage.

Smokestack

309/350 Rare
 Artifact

4
Illus. Scott Kirschner
 During your upkeep, you may put a soot counter on Smokestack.
 During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.

Temporal Aperture

310/350 Rare
 Artifact

2
Illus. Michael Sutfin
5, **☐**: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its casting cost. (If the spell has **x** in its casting cost, X is 0.)

Thran Turbine

311/350 Uncommon
 Artifact

Illus. Brian Snöddy
 During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.
When Urza asked the viashino what it did, they answered: "It hums."

Umbilicus

312/350 Rare
 Artifact

4
Illus. Dermot Power
 During each player's upkeep, that player pays 2 life or returns a creature he or she controls to owner's hand.
It was the explorers' only tether to reality.

Urza's Armor

313/350 Uncommon
 Artifact

6
Illus. rk post
 Whenever a source deals damage to you, that damage is reduced by 1.
"Tawnos's blueprints were critical to the creation of my armor. As he once sealed himself in a walking crypt."
 —Urza

Voltaic Key

314/350 Uncommon
 Artifact

1
Illus. Henry G. Higgenbotham
1, **☐**: Untap target artifact. The key did not work on a single lock, yet it opened many doors.

Wall of Junk

315/350 Uncommon
 Artifact Creature

2
0/7
Illus. Adam Rex
 Whenever Wall of Junk blocks, return it to owner's hand at end of combat.
Urza saw the wall and realized that even if he tore every Phyrexian to pieces, they would still resist him.

Whetstone

316/350 Rare
 Artifact

3
Illus. Greg Simanson

3: Each player puts the top two cards of his or her library into his or her graveyard.
To hone swords and dull minds.
 —Whetstone inscription



Wirecat

317/350 Uncommon
 Artifact Creature

4
4/3
Illus. Michael Sutfin
 Wirecat cannot attack or block if an enchantment is in play.
Its purr is the sound of iron filings sliding down satin.

Worn Powerstone

318/350 Uncommon
 Artifact

3
Illus. Henry G. Higgenbotham
 Worn Powerstone comes into play tapped.
☐: Add two colorless mana to your mana source. Play this ability as a mana source.

Land

Blasted Landscape

319/350 Uncommon
 Land

Illus. Ciruelo
☐: Add one colorless mana to your mana pool.
 Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Drifting Meadow

320/350 Common
 Land

Illus. Bob Eggleton
 Drifting Meadow comes into play tapped.
☐: Add * to your mana pool.
 Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Gaea's Cradle

321/350 Rare
 Legendary Land

Illus. Mark Zug
☐: Add * to your mana pool for each creature you control.
"Here sprouted the first seedling of Argoth. Here the last tree will fall."
 —Gamelen, Citanul elder

Phyrexian Tower

322/350 Rare
 Legendary Land

Illus. Chippy
☐: Add one colorless mana to your mana pool.
☐: Sacrifice a creature: Add * to your mana pool.
Living metal encasing dying flesh.

Polluted Mire

323/350 Common
 Land

Illus. Stephen Daniele
 Polluted Mire comes into play tapped.
☐: Add * to your mana pool.
 Cycling 2 (You may pay 2 and discard this card from

your hand to draw a card. Play this ability as an instant.)

Remote Isle

324/350 Common
 Land

Illus. Ciruelo
 Remote Isle comes into play tapped.
☐: Add * to your mana pool.
 Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Serra's Sanctum

325/350 Rare
 Legendary Land

Illus. Ciruelo
☐: Add * to your mana pool for each enchantment you control.
A fragile cocoon of dream-ling will.

Shivan Gorge

326/350 Rare
 Legendary Land

Illus. John Matson
☐: Add one colorless mana to your mana pool.
2, **☐**: Shivan Gorge deals 1 damage to each of your opponents.
Both forge and pyre.

Slippery Karst

327/350 Common
 Land

Illus. Stephen Daniele
 Slippery Karst comes into play tapped.
☐: Add * to your mana pool.
 Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Smoldering Crater

328/350 Common
 Land

Illus. Mark Tedin
 Smoldering Crater comes into play tapped.
☐: Add * to your mana pool.
 Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Thran Quarry

329/350 Rare
 Land

Illus. Michael Sutfin
 At the end of each turn, if you control no creatures, sacrifice Thran Quarry.
☐: Add one mana of any color to your mana pool.

Tolarian Academy

330/350 Rare
 Legendary Land

Illus. Stephen Daniele
☐: Add * to your mana pool for each artifact you control.
The academy worked with time—until time ran out.

Cards 331 through 350 are the five basic lands. There are four versions each of Forests, Islands, Mountains, Plains, and Swamps.

* Phyrexian Colossus was accidentally printed on the card as number 306/350

URZA'S SAGA CARD LIST

For your convenience, we've listed Urza's Saga cards by number. Nonland Urza's Saga cards are printed in three rarities: common, uncommon, and rare. The projected average distribution for an Urza's Saga booster is eleven commons, three uncommons, and one rare. The projected average distribution of an Urza's Saga tournament deck is three rares, ten uncommons, thirty-two commons, and thirty lands. Actual distributions may vary.

Number	Name	Type	Illustrator	Rarity	Number	Name	Type	Illustrator	Rarity
White									
1/350	Absolute Grace	Enchantment	Jeff Miracola	U	85/350	Morphling	Summon Shapeshifter	rk post	R
2/350	Absolute Law	Enchantment	Mark Zug	U	86/350	Pendrell Drake	Summon Drake	Jeff Miracola	C
3/350	Angelic Chorus	Enchantment	Ron Spencer	R	87/350	Pendrell Flux	Enchant Creature	Andrew Robinson	C
4/350	Angelic Page	Summon Spirit	Rebecca Guay	C	88/350	Peregrine Drake	Summon Drake	Bob Eggleton	U
5/350	Brilliant Halo	Enchant Creature	Randy Gallegos	C	89/350	Power Sink	Interrupt	Andrew Robinson	C
6/350	Catastrophe	Sorcery	Andrew Robinson	R	90/350	Power Taint	Enchant Enchantment	Brian Snoddy	C
7/350	Clear	Instant	Andrew Robinson	U	91/350	Recantation	Enchantment	Greg Simanson	R
8/350	Congregate	Instant	Mark Zug	C	92/350	Rescind	Instant	Adam Rex	C
9/350	Defensive Formation	Enchantment	Greg Staples	U	93/350	Rewind	Interrupt	Dermot Power	C
10/350	Disciple of Grace	Summon Cleric	Robh Ruppel	C	94/350	Sandbar Merfolk	Summon Merfolk	rk post	C
11/350	Disciple of Law	Summon Cleric	Matthew Wilson	C	95/350	Sandbar Serpent	Summon Serpent	Jim Nelson	U
12/350	Disenchant	Instant	Donato Giancola	C	96/350	Show and Tell	Sorcery	Jeff Laubenstein	R
13/350	Elite Archers	Summon Soldiers	Greg Staples	R	97/350	Somnophore	Summon Illusion	Andrew Robinson	R
14/350	Faith Healer	Summon Cleric	Randy Gallegos	R	98/350	Spire Owl	Summon Bird	Steve Fritch	C
15/350	Glorious Anthem	Enchantment	Key Walker	R	99/350	Stern Proctor	Summon Wizard	Randy Gallegos	U
16/350	Healing Salve	Instant	Heather Hudson	C	100/350	Stroke of Genius	Instant	Stephen Daniele	R
17/350	Herald of Serra	Summon Angel	Matthew Wilson	R	101/350	Sunder	Instant	Stephen Daniele	R
18/350	Humble	Instant	Val Mayerik	U	102/350	Telepathy	Enchantment	Matthew Wilson	U
19/350	Intrepid Hero	Summon Soldier	Brian Snoddy	R	103/350	Time Spiral	Sorcery	Michael Sutfin	R
20/350	Monk Idealist	Summon Cleric	Daren Bader	U	104/350	Tolarian Winds	Instant	Lawrence Snelly	C
21/350	Monk Realist	Summon Cleric	Daren Bader	C	105/350	Turnabout	Instant	Heather Hudson	U
22/350	Opal Acroolith	Enchantment	Robh Ruppel	U	106/350	Veil of Birds	Enchantment	Heather Hudson	C
23/350	Opal Archangel	Enchantment	Jeff Miracola	R	107/350	Veiled Apparition	Enchantment	Andrew Robinson	U
24/350	Opal Caryatid	Enchantment	Berry	C	108/350	Veiled Crocodile	Enchantment	Paolo Parente	R
25/350	Opal Gargoyle	Enchantment	Key Walker	C	109/350	Veiled Sentry	Enchantment	Ron Spears	U
26/350	Opal Titan	Enchantment	Paolo Parente	R	110/350	Veiled Serpent	Enchantment	Bob Eggleton	C
27/350	Pacifism	Enchant Creature	Randy Gallegos	C	111/350	Windfall	Sorcery	Pete Venters	U
28/350	Pariah	Enchant Creature	Jon J. Muth	R	112/350	Wizard Mentor	Summon Wizard	Jeff Miracola	C
29/350	Path of Peace	Sorcery	Val Mayerik	C	113/350	Zephid	Summon Illusion	Daren Bader	R
30/350	Pegasus Charger	Summon Pegasus	Val Mayerik	C	114/350	Zephid's Embrace	Enchant Creature	Daren Bader	U
31/350	Planar Birth	Sorcery	Adam Rex	R	Black				
32/350	Presence of the Master	Enchantment	Ciruelo	U	115/350	Abyssal Horror	Summon Horror	rk post	R
33/350	Redeem	Instant	D. Alexander Gregory	U	116/350	Befoul	Sorcery	Pete Venters	C
34/350	Remembrance	Enchantment	Val Mayerik	R	117/350	Bereavement	Enchantment	Andrew Goldhawk	U
35/350	Rune of Protection: Artifacts	Enchantment	Scott M. Fischer	U	118/350	Blood Vassal	Summon Thrull	Chippy	C
36/350	Rune of Protection: Black	Enchantment	Scott M. Fischer	C	119/350	Bog Raiders	Summon Zombies	Carl Critchlow	C
37/350	Rune of Protection: Blue	Enchantment	Scott M. Fischer	C	120/350	Breach	Instant	Greg Staples	C
38/350	Rune of Protection: Green	Enchantment	Scott M. Fischer	C	121/350	Cackling Fiend	Summon Zombie	Brian Despain	C
39/350	Rune of Protection: Lands	Enchantment	Scott M. Fischer	R	122/350	Carriion Beetles	Summon Insects	Ron Spencer	C
40/350	Rune of Protection: Red	Enchantment	Scott M. Fischer	C	123/350	Contamination	Enchantment	Stephen Daniele	R
41/350	Rune of Protection: White	Enchantment	Scott M. Fischer	C	124/350	Corrupt	Sorcery	Vincent Evans	C
42/350	Sanctum Custodian	Summon Cleric	Paolo Parente	C	125/350	Crazed Skirge	Summon Imp	Ron Spencer	U
43/350	Sanctum Guardian	Summon Soldier	Donato Giancola	U	126/350	Dark Hatchling	Summon Horror	Mark Nelson	R
44/350	Seasoned Marshal	Summon Soldier	Matthew Wilson	U	127/350	Dark Ritual	Mana Source	Tom Fleming	C
45/350	Serra Avatar	Summon Avatar	Dermot Power	R	128/350	Darkest Hour	Enchantment	Heather Hudson	R
46/350	Serra Zealot	Summon Soldier	DiTerlizzi	C	129/350	Despondency	Enchant Creature	D. Alexander Gregory	C
47/350	Serra's Embrace	Enchant Creature	Terese Nielsen	U	130/350	Diabolic Servitude	Enchantment	Scott M. Fischer	U
48/350	Serra's Hymn	Enchantment	Rebecca Guay	U	131/350	Discordant Dirge	Enchantment	Carl Critchlow	R
49/350	Serra's Liturgy	Enchantment	rk post	R	132/350	Duress	Sorcery	Lawrence Snelly	C
50/350	Shimmering Barrier	Summon Wall	D. Alexander Gregory	U	133/350	Eastern Paladin	Summon Knight	Carl Critchlow	R
51/350	Silent Attendant	Summon Cleric	Rebecca Guay	C	134/350	Exhume	Sorcery	Carl Critchlow	C
52/350	Songstitcher	Summon Cleric	Berry	U	135/350	Expunge	Instant	Christopher Moeller	C
53/350	Soul Sculptor	Summon Townsfolk	Ciruelo	R	136/350	Flesh Reaver	Summon Horror	Pete Venters	U
54/350	Voice of Grace	Summon Angel	Jeff Miracola	U	137/350	Hollow Dogs	Summon Hounds	Jeff Miracola	C
55/350	Voice of Law	Summon Angel	Mark Zug	U	138/350	Ill-Gotten Gains	Sorcery	Greg Staples	R
56/350	Waylay	Instant	Greg Staples	U	139/350	Looming Shade	Summon Shade	Vincent Evans	C
57/350	Worship	Enchantment	Mark Zug	R	140/350	Lurking Evil	Enchantment	Scott Kirschner	R
Blue									
58/350	Academy Researchers	Summon Wizards	Stephen Daniele	U	141/350	Mana Leech	Summon Worm	Mark Nelson	U
59/350	Annul	Interrupt	Greg Simanson	C	142/350	No Rest for the Wicked	Enchantment	Carl Critchlow	U
60/350	Arcane Laboratory	Enchantment	Stephen Daniele	U	143/350	Oppression	Enchantment	Pete Venters	R
61/350	Attunement	Enchantment	Randy Gallegos	R	144/350	Order of Yawgmoth	Summon Knight	Chippy	U
62/350	Back to Basics	Enchantment	Andrew Robinson	R	145/350	Parasitic Bond	Enchant Creature	Scott Kirschner	U
63/350	Barrin, Master Wizard	Summon Legend	Michael Sutfin	R	146/350	Persecute	Sorcery	D. Alexander Gregory	R
64/350	Catalog	Instant	Berry	C	147/350	Pestilence	Enchantment	Pete Venters	C
65/350	Cleak of Mists	Enchant Creature	John Matson	C	148/350	Phyrexian Ghoul	Summon Zombie	Pete Venters	C
66/350	Confiscate	Enchant Permanent	Adam Rex	U	149/350	Planar Void	Enchantment	Andrew Goldhawk	U
67/350	Coral Merfolk	Summon Merfolk	rk post	C	150/350	Priest of Gix	Summon Minion	Brian Despain	U
68/350	Curfew	Instant	Randy Gallegos	C	151/350	Rain of Filth	Instant	Stephen Daniele	U
69/350	Disruptive Student	Summon Wizard	Randy Gallegos	C	152/350	Ravenous Skirge	Summon Imp	Ron Spencer	C
70/350	Douse	Enchantment	Val Mayerik	U	153/350	Reclusive Wight	Summon Minion	Vincent Evans	U
71/350	Drifting Djinn	Summon Djinn	Carl Critchlow	R	154/350	Reprocess	Sorcery	Mark Tedin	R
72/350	Enchantment Alteration	Instant	D. Alexander Gregory	U	155/350	Sanguine Guard	Summon Knight	Key Walker	U
73/350	Energy Field	Enchantment	John Matson	R	156/350	Sicken	Enchant Creature	Heather Hudson	C
74/350	Exhaustion	Sorcery	Paolo Parente	U	157/350	Skirge Familiar	Summon Imp	Ron Spencer	C
75/350	Fog Bank	Summon Wall	Scott Kirschner	U	158/350	Skittering Skirge	Summon Imp	Ron Spencer	U
76/350	Gilded Drake	Summon Drake	Bob Eggleton	R	159/350	Sleeper Agent	Summon Minion	Randy Gallegos	R
77/350	Great Whale	Summon Whale	Bob Eggleton	U	160/350	Spined Fluke	Summon Horror	Mark Nelson	U
78/350	Hermetic Study	Enchant Creature	Ron Spencer	C	161/350	Tainted Ether	Enchantment	Thomas M. Baxa	R
79/350	Hibernation	Instant	Scott Kirschner	U	162/350	Unnerve	Sorcery	Terese Nielsen	C
80/350	Horseshoe Crab	Summon Crab	Scott Kirschner	U	163/350	Unworthy Dead	Summon Skeletons	Carl Critchlow	C
81/350	Imaginary Pet	Summon Illusion	Heather Hudson	R	164/350	Vampiric Embrace	Enchant Creature	Thomas M. Baxa	U
82/350	Launch	Enchant Creature	Val Mayerik	C	165/350	Vebulid	Summon Horror	Ron Spencer	U
83/350	Litling Refrain	Enchantment	Berry	U	166/350	Victimize	Sorcery	Val Mayerik	U
84/350	Lingering Mirage	Enchant Land	Jerry Tiritilli	U	167/350	Vile Requiem	Enchantment	Carl Critchlow	U
					168/350	Western Paladin	Summon Knight	Carl Critchlow	R
					169/350	Witch Engine	Summon Horror	Key Walker	R
					170/350	Yawgmoth's Edict	Enchantment	Scott Kirschner	U
					171/350	Yawgmoth's Will	Sorcery	Ron Spencer	R

Number	Name	Type	Illustrator	Rarity
Red				
172/350	Acidic Soil	Sorcery	Scott M. Fischer	U
173/350	Antagonism	Enchantment	Donato Giancola	R
174/350	Arc Lightning	Sorcery	Andrew Goldhawk	C
175/350	Bedlam	Enchantment	Mike Raabe	R
176/350	Brand	Instant	Donato Giancola	R
177/350	Bravado	Enchant Creature	Jerry Tiritilli	C
178/350	Bulwark	Enchantment	Brian Snoddy	R
179/350	Crater Hellion	Summon Beast	Daren Bader	R
180/350	Destructive Urge	Enchant Creature	Andrew Robinson	U
181/350	Disorder	Sorcery	Terese Nielsen	U
182/350	Dromosaur	Summon Lizard	Ciruelo	C
183/350	Electryte	Summon Beast	Thomas M. Baxa	R
184/350	Falter	Instant	Mike Raabe	C
185/350	Fault Line	Instant	Rob Spencer	R
186/350	Fiery Mantle	Enchant Creature	Bob Eggleton	C
187/350	Fire Ants	Summon Insects	Tom Fleming	U
188/350	Gamble	Sorcery	Andrew Goldhawk	R
189/350	Goblin Cadets	Summon Goblins	Jerry Tiritilli	U
190/350	Goblin Lackey	Summon Goblin	Jerry Tiritilli	U
191/350	Goblin Matron	Summon Goblin	DiTerizzi	C
192/350	Goblin Offensive	Sorcery	Carl Critchlow	U
193/350	Goblin Patrol	Summon Goblins	Greg Staples	C
194/350	Goblin Raider	Summon Goblin	Greg Staples	C
195/350	Goblin Spelunkers	Summon Goblins	DiTerizzi	C
196/350	Goblin War Buggy	Summon Goblin	DiTerizzi	C
197/350	Guma	Summon Cat	Daren Bader	U
198/350	Headlong Rush	Instant	Dermot Power	C
199/350	Heat Ray	Instant	Brian Snoddy	C
200/350	Jagged Lightning	Sorcery	Mike Raabe	U
201/350	Lay Waste	Sorcery	Terese Nielsen	C
202/350	Lightning Dragon	Summon Dragon	Ron Spencer	R
203/350	Meltdown	Sorcery	Donato Giancola	U
204/350	Okk	Summon Goblin	Mike Raabe	R
205/350	Outmaneuver	Instant	Greg Staples	U
206/350	Rain of Salt	Sorcery	Adam Rex	U
207/350	Raze	Sorcery	Mike Raabe	C
208/350	Reflexes	Enchant Creature	Steve White	C
209/350	Retromancer	Summon Viashino	Robb Ruppel	C
210/350	Rumbling Crescendo	Enchantment	Lawrence Snelly	R
211/350	Scald	Enchantment	Adam Rex	U
212/350	Scoria Wurm	Summon Wurm	Steve Fitchow	R
213/350	Scrap	Instant	Donato Giancola	C
214/350	Shivan Hellkite	Summon Dragon	Bob Eggleton	R
215/350	Shivan Raptor	Summon Lizard	Bob Eggleton	U
216/350	Shiv's Embrace	Enchant Creature	Bob Eggleton	U
217/350	Shower of Sparks	Instant	Christopher Moeller	R
218/350	Sneak Attack	Enchantment	Jerry Tiritilli	C
219/350	Steam Blast	Sorcery	Mike Raabe	U
220/350	Sulfuric Vapors	Enchantment	Lawrence Snelly	R
221/350	Thundering Giant	Summon Giant	Mark Zug	U
222/350	Torch Song	Enchantment	Thomas M. Baxa	U
223/350	Viashino Outrider	Summon Viashino	Ciruelo	C
224/350	Viashino Runner	Summon Viashino	Steve White	C
225/350	Viashino Sandswimmer	Summon Viashino	Pete Venters	R
226/350	Viashino Weaponsmith	Summon Viashino	Dermot Power	C
227/350	Vug Lizard	Summon Lizard	Heather Hudson	U
228/350	Wildfire	Sorcery	Carl Critchlow	R

Number	Name	Type	Illustrator	Rarity
Green				
229/350	Abundance	Enchantment	Rebecca Guay	R
230/350	Acridian	Summon Insect	rk post	C
231/350	Albino Troll	Summon Troll	Paolo Parente	U
232/350	Anaconda	Summon Snake	Stephen Daniele	U
233/350	Argothian Elder	Summon Elf	DiTerizzi	U
234/350	Argothian Enchantress	Summon Enchantress	Daren Bader	R
235/350	Argothian Swine	Summon Boars	Randy Elliott	C
236/350	Argothian Wurm	Summon Wurm	Kev Walker	R
237/350	Blanchwood Armor	Enchant Creature	Paolo Parente	U
238/350	Blanchwood Treefolk	Summon Treefolk	DiTerizzi	C
239/350	Bull Hippo	Summon Hippo	Daren Bader	U
240/350	Carpet of Flowers	Enchantment	Rebecca Guay	U
241/350	Cave Tiger	Summon Cat	Hannibal King	C
242/350	Child of Gaea	Summon Elemental	Paolo Parente	R
243/350	Citanul Centaurs	Summon Centaurs	Val Mayerik	R
244/350	Citanul Hierophants	Summon Druids	Vincent Evans	R
245/350	Cradle Guard	Summon Treefolk	Mark Zug	U
246/350	Crosswinds	Enchantment	Randy Elliott	U
247/350	Elvish Herder	Summon Elf	Tom Fleming	C
248/350	Elvish Lyrist	Summon Elf	Rebecca Guay	C
249/350	Endless Wurm	Summon Wurm	DiTerizzi	R
250/350	Exploration	Enchantment	Brian Snoddy	R
251/350	Fecundity	Enchantment	Rebecca Guay	U
252/350	Fertile Ground	Enchant Land	Heather Hudson	C
253/350	Fortitude	Enchant Creature	Daren Bader	C
254/350	Gaea's Bounty	Sorcery	Stephen Daniele	C
255/350	Gaea's Embrace	Enchant Creature	Paolo Parente	U
256/350	Gorilla Warrior	Summon Ape	Steve White	C
257/350	Greater Good	Enchantment	Pete Venters	R
258/350	Greener Pastures	Enchantment	Heather Hudson	R
259/350	Hawkeater Moth	Summon Insect	Heather Hudson	U
260/350	Hidden Ancients	Enchantment	Daren Bader	U
261/350	Hidden Guerrillas	Enchantment	Christopher Moeller	U

Number	Name	Type	Illustrator	Rarity
262/350	Hidden Herd	Enchantment	Andrew Robinson	R
263/350	Hidden Predators	Enchantment	John Matson	R
264/350	Hidden Spider	Enchantment	Thomas M. Baxa	C
265/350	Hidden Stag	Enchantment	Berry	R
266/350	Hush	Sorcery	Rebecca Guay	C
267/350	Lull	Instant	Terese Nielsen	C
268/350	Midsummer Revel	Enchantment	Steve Fitchow	R
269/350	Pouing Jaguar	Summon Cat	Daren Bader	C
270/350	Priest of Titania	Summon Elf	Rebecca Guay	C
271/350	Rejuvenate	Sorcery	Greg Simanson	C
272/350	Retaliation	Enchantment	Tom Fleming	U
273/350	Sporogenesis	Enchantment	Ron Spencer	R
274/350	Spreading Algae	Enchant Land	Stephen Daniele	U
275/350	Symbiosis	Instant	Jeff Miracola	C
276/350	Titania's Boon	Sorcery	Val Mayerik	U
277/350	Titania's Chosen	Summon Elf	Mark Zug	U
278/350	Treefolk Seedlings	Summon Treefolk	John Matson	U
279/350	Treetop Rangers	Summon Elves	Daren Bader	C
280/350	Venomous Fangs	Enchant Creature	Lawrence Snelly	C
281/350	Vernal Bloom	Enchantment	Bob Eggleton	R
282/350	War Dance	Enchantment	Terese Nielsen	U
283/350	Whirwind	Sorcery	John Matson	R
284/350	Wild Dogs	Summon Hounds	Terese Nielsen	C
285/350	Winding Wurm	Summon Wurm	DiTerizzi	C

Artifacts

Number	Name	Type	Illustrator	Rarity
286/350	Barrin's Codex	Artifact	DiTerizzi	R
287/350	Cathodion	Artifact Creature	Henry G. Higgenbotham	U
288/350	Chimeric Staff	Artifact	Michael Sutfin	R
289/350	Citanul Flute	Artifact	Berry	R
290/350	Claws of Gix	Artifact	Henry G. Higgenbotham	U
291/350	Copper Gnomes	Artifact Creature	Jeff Laubenstein	R
292/350	Crystal Chimes	Artifact	Donato Giancola	U
293/350	Dragon Blood	Artifact	Greg Simanson	U
294/350	Endoskeleton	Artifact	Mark Tedin	U
295/350	Fluctuator	Artifact	John Matson	R
296/350	Grafted Skullcap	Artifact	Brian Despain	U
297/350	Hopping Automaton	Artifact Creature	Val Mayerik	R
298/350	Karn, Silver Golem	Legendary Artifact Creature	Mark Zug	R
299/350	Lifeline	Artifact	D. Alexander Gregory	R
300/350	Lotus Blossom	Artifact	Randy Gallegos	R
301/350	Metrognome	Artifact	Jeff Laubenstein	R
302/350	Mishra's Helix	Artifact	Berry	R
303/350	Mobile Fort	Artifact Creature	Mark Tedin	U
304/350	Noetic Scales	Artifact	Andrew Robinson	R
305/350	Phyrexian Colossus	Artifact Creature	Mark Tedin	R
306/350	Phyrexian Processor	Artifact	Ron Spencer	R
307/350	Pit Trap	Artifact	Brian Snoddy	U
308/350	Purging Scythe	Artifact	Matthew Wilson	R
309/350	Smokestack	Artifact	Scott Kirschner	R
310/350	Temporal Aperture	Artifact	Michael Sutfin	R
311/350	Thran Turbine	Artifact	Brian Snoddy	U
312/350	Umbilicus	Artifact	Dermot Power	R
313/350	Urza's Armor	Artifact	rk post	U
314/350	Voltaic Key	Artifact	Henry G. Higgenbotham	U
315/350	Wall of Junk	Artifact Creature	Adam Rex	U
316/350	Whetstone	Artifact	Greg Simanson	R
317/350	Wirecat	Artifact Creature	Michael Sutfin	U
318/350	Worn Powerstone	Artifact	Henry G. Higgenbotham	U

Land

Number	Name	Type	Illustrator	Rarity
319/350	Blasted Landscape	Land	Ciruelo	U
320/350	Drifting Meadow	Land	Bob Eggleton	C
321/350	Gaea's Cradle	Legendary Land	Mark Zug	R
322/350	Phyrexian Tower	Legendary Land	Chippy	R
323/350	Polluted Mire	Land	Stephen Daniele	C
324/350	Remote Isle	Land	Ciruelo	C
325/350	Serra's Sanctum	Legendary Land	Ciruelo	R
326/350	Shivan Gorge	Legendary Land	John Matson	R
327/350	Slippery Karst	Land	Stephen Daniele	C
328/350	Smoldering Crater	Land	Mark Tedin	C
329/350	Thran Quarry	Land	Michael Sutfin	R
330/350	Tolarian Academy	Legendary Land	Stephen Daniele	R
331-4/350	Plains	Land	Rob Alexander	L
335-8/350	Island	Land	Donato Giancola	L
339-42/350	Swamp	Land	John Avon	L
343-6/350	Mountain	Land	John Avon	L
347-50/350	Forest	Land	Anthony S. Waters	L

* Phyrexian Colossus was incorrectly printed on the card as number 306/350.

C = Common U = Uncommon R = Rare L = Land

Urza's Saga Production Credits

Product Management: Paul Verner
Magic Lead Design: Bill Rose
Magic Creative Direction: Chaz Elliott
Game Design and Development: Mike Elliott, Richard Garfield, William Jockusch, Beth Mour-sund, Bill Rose, Mark Rosewater, and Henry Stern
Editing: Brady Dommermuth, Jennifer Clarke Wilkes, and Daria Kennerud
Playtesting: Mons Johnson (coordinator); Chactica, Council of Estark, Crash Test Wizards, Fallen Angeles, and NYC Hardcore

Card Naming and Flavor Text: Jennifer Clarke Wilkes, Brady Dommermuth, Rhias K. Hall, Scott Hungerford, Daria Kennerud, Mark Rosewater, Brian Tinsman, and Pete Venters, with contributions from many others
Story and World Development: Peter Archer, Brian "Chippy" Dugan, Rob King, Scott McGough, Mark Tedin, Pete Venters, and Anthony S. Waters
Art Direction: Matthew Wilson
Graphic Design: James Davis, Daniel Gelon, and Ron Spears
Production: Hans Reifenrath and Chris Nitz

DIARY OF



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SELDEN and **RUBIN** square off in the finals.

The World Championships is the most prestigious Magic tournament on the planet.

It's not only the highest level of competition, but it sports the largest cash purse. With 21 Swiss rounds spread over three days and three different formats, it's easily the most grueling tournament in existence. All these facts compel qualified players around the world to find new and more effective methods of playtesting.

I'm not sure what most people did this year to prepare—any successful methods would be guarded and kept shrouded in secrecy. My new playtest method, however, was inspired by the Brady Bunch. I was sitting at home watching the Bradys one day, as all pro players do, and I happened to catch the episode where Joe

Namath shows up to teach Peter a little about football. I was amazed at how a big star like Joe Namath was willing to just stop by someone's house and teach the newest tricks. I realized that I could be just like Peter Brady and learn from the big guns. Five minutes later I was on the phone with Jon Finkel and we were planning his visit to my apartment for the upcoming weekend. Over the three days I spent with Finkel that weekend, he introduced me to a number of insightful concepts I simply could not have discovered on my own. These concepts included "Chris, you are horrible at Magic," "Just take my deck and play it," and "Maybe you shouldn't bother buying a plane ticket."

It was my hope that testing with Finkel, universally considered to be the greatest player on earth, would be enough to prepare me

A DEADGUY

OR HOW I LEARNED TO STOP WORRYING AND LOVE FIREBLAST

this year. Team Deadguy had been shaken up by recent events in our non-Magic lives, and our playtesting had suffered. Nothing destroys a Magic career like a job.

To make up for lost time, Deadguys Tony "The Shark" Tsai and David Price made the trip out to the Vancouver Open, the lead-in event to Worlds this year. It was our hope that this reconnaissance effort would allow us to keep up with whatever testing the other top Magic teams were doing. We knew that Team CMU was producing new technology in the secret lab known as "Buehler's Kitchen," while they consumed bottles of Coke and boxes of donuts. The "Hitmen," made up of Californians Brian Hacker, John "Daddy" Yoo, and Truc Bui, got their hands on top deck designer Brian Schneider as a consultant for Worlds. We had no information whatsoever on what the top Europeans and the Evil Empire of Tongo were up to. Basically, I was going into Worlds with my fingers crossed.

To the Air!

I arrived in Seattle around 1 A.M. Tuesday night, just a few hours before the Booster Draft was to begin. Booster Draft is the format where most people believe Americans have the clear advantage. Historically, Americans have simply performed better than the rest of the world at drafting. This was certainly supported at Pro Tour—New York in May, where Americans dominated the tournament and Sigurd "Viking Spice" Eskeland was the only European who was in the running near the end of the event.

The draft day started off clumsily; we were improperly seated since eight people were left off the seating list. Many competitors were upset with the reseating, not because of their seating situation but because the first set of tables had Mike "The Emperor" Long sitting between Brian Hacker and John Yoo.

After a short delay, the tournament got underway. If for no other reason, Wednes-

day will be remembered as the birthday of new pro Magic lingo. Pro players have gone through a lot of lingo in the past: janky, beatings, ser-VICE, and, of course, fatty. On Wednesday, inspired by professional Magic voyeur Aziz "Giggly Muffin" Al-Doory, hands were held aloft and shouts of "To the air!" deafened onlookers each and every time a creature was sent across for a busy beating thanks to Angelic Blessing.

My second table was interesting because of Mike Long's presence. This meant there was potential for a Pikula/Long matchup, something that had not happened in a Pro Tour event since I wrecked Long at Pro Tour—Columbus. Since then, the Tongo/Deadguy feud has reached levels of intensity similar to the rivalry between the Galactic Empire and the Rebel Alliance. A match between Long and myself would surely attract a big crowd and require multiple judges.

But history narrowly avoided this classic Worlds moment as the matchup never happened. Instead it gave us the memorable event leading to the "Random Beating at the Hands of a European Award," which went to Scott Johns for losing 0-2 to a player who cast a Muscle Sliver *during damage prevention!* The World Championships—truly the best players on earth.



JON FINKEL showed the world why he is the Pro Player of the Year, winning his first 11 matches.

By far the most interesting story of Wednesday, though, was the emergence of woman power on the Pro Tour as Norwegian Kim Eikefet cruised in crush mode all day long, losing only to fellow teammate Sigurd Eskeland. Unfortunately her power would wane, as Eikefet won only four more matches throughout the rest of Worlds.

And then there was "The Fink," who went undefeated throughout the day even though Tom Guevin verbally abused him during a feature match. Finkel applied beatings like a machine—steadily, regularly, and without pause, and would come to be known as "Finkeltron" by the end of the tournament.

by Chris Pikula
photographs by Rex Rystedt



**JEFF DONAIS and
KIM EKEFET**

relax behind the scenes.

Good Ol' Red, Nothing Beats Red

By now it was clear that our playtest group was larger than originally intended. It now included Team Deadguy (myself, David Price, Tony Tsai, Worth Wollpert, and Matt Place), Jon Finkel, Steve O'Mahoney-Schwartz, Andy "Papa Pox" Wolf, and Rudy "Rutang" Edwards. Despite the confusion of a dozen people trying to work together, we avoided the dreaded phenomenon known as the "3 A.M. Hallway" deck. The hallway aspect of this phenomenon develops late at night when what you are doing is so stupid that your teammates declare they are going to sleep and throw you out of the room. At that point you are left playtesting with janitors and other random passersby, and you have to do it by the light of the nearest ice machine. Being Deadguys, we just decided to play red because it features mountains, which are, in the words of Dave Price, "The best basic land in *Magic*." Good ol' red, nothing beats red.

Thursday morning started like a usual Constructed event. I went straight to Team CMU and squeezed Randy Buehler until he popped and the words "mono-blue" came out. Apparently Team CMU had outright sold their tech to the loud and large Canadian Gary Wise in exchange for a portion of his winnings. This is not a common occurrence on the Pro Tour, and I'm

very interested to see if CMU can turn this into a successful moneymaking enterprise. I guess they need the cash for their ever-growing R&D budget.

Thursday was full of stories as well. Sigurd Eskeland, after dominating the draft format, met defeat after defeat at the hands of Deadguy Red. These beatings were so severe that Eskeland no longer felt his play was worthy of the Spice Girls' attention, and he was forced to turn his shirt inside out. I find it hard to believe they enjoyed that view any better.

Mike Long emerged from each round with a tale of how his opponent repeatedly Lobotomized his ProsBloom deck. Unfortunately for Long, some interested noncompetitors were making it a point to verify the validity of his complaints. Apparently Mr. Long has a knack for exaggeration. We couldn't complain, though, he was getting wrecked almost every round.

In another demonstration of karma at work, John "Honest Abe" Chinnock had one of the worst days of his *Magic* career, going 0-7 in Standard. John has been on a popularity nosedive since allegations of sketchy play at Pro Tour-New York came up.

Finkeltron finally lost a match to Raphael Levy of France. This loss destroyed my theory that Finkel was a creature similar to the Terminator sent back in time to prevent Randy Buehler from being Pro Tour Player of the Year.

Pat Chapin, Town Crier and Village Idiot

New environments, such as Rath Cycle Constructed, are all about secret tech. This year's secret technology was Portcullis. Portcullis is capable of ruining the Living Death strategy all by itself. Fortunately for Living Death players like us, it was unlikely that many people would be busting Portcullis out of the board on Friday. At least, we thought so until noncompetitor Pat Chapin decided it was his duty to spread tech across the land, until all children had a Portcullis in their stocking when they woke up.

When word of Chapin's senseless generosity reached our ears, a wave of grumpiness spread around the hotel

room. Nothing is more frustrating than watching weeks of preparation become a gamble on whether or not your opponents happened to hear Chapin's Game Center Filibuster. And thanks to the Chapin chatter, Price decided that Hate is better than Death and went with the mono-black Hatred deck.

When I got to the tournament on Friday, I noticed a number of beautiful women present at the event. I asked Aziz where one of the Europeaneseque women was from. He simply looked to the sky and replied, "Heaven." For the first time in my *Magic* career, I felt bad about being unshaven. How could I hope to get noticed by the lovely ladies with such attractive lads as Jon Finkel, Rudy Edwards, and Nate Clarke around? I'd have to make the Top 8 or something!

In addition to gawking, we played a lot of *Magic* on Friday. One exciting match featured David Price versus Michael "I Came to Play" Debard. During this match, Price resurrected "The Stare"—a glare so evil that it actually sent one of his opponents to tears during last year's U.S. Nationals. He stares at you without blinking, like something out of *The Exorcist*, for minutes on end as if to will your very soul to hell just for playing against him. Debard bravely attempted to stare back, but Price's desire not only to make the Top 32, but to avenge Debard's victory over me at Pro Tour-Mainz, was too great. Another important lesson I learned the hard way on Friday was that if you make a really dumb mistake in a Pro Tour match, it doesn't take long for everyone to hear about it. I won't bother describing my error here, because chances are you've already heard about it.

Double Stars! Everybody Wins!

There is only one thing for pro players to do after three days of brutal *Magic* competition: head for the nearest casino. We quickly learned that casinos were a little different in Seattle than in other parts of the country. I was a little wary of the casino where pit bosses wore bad Hawaiian shirts. Luckily, we had the Pro Tour's leading blackjack authority, Matt Place, and the leading craps authorities, "Daddy" Yoo and Truc Bui, with us. The Hitmen made it to the casino by using everything they learned while watching *Animal House*, and convinced Terry Tsang to let them borrow his brother's car

for the trip. Unfortunately, the car made it back in better shape than our wallets. Despite my repeated cries of "Double stars, everybody wins!" the cards were not good to us. We managed to stick it out until about 3 A.M., and then the legendary Hitmen gambling endurance made itself evident. The Deadguys piled back into Price's car and called it a bad night.

Did I Mention?

I have been avoiding the whole point to our journey to Seattle, the World Championships. At the end of the twenty-first round on Friday, I was in sixth place and would be one of eight players fighting for the title of World Champion on Sunday. Finkeltron joined me in the Top 8, going in as the number-one seed.

The 1998 Worlds was my third Top 8 appearance in a major tournament, but it was nothing like the others. Wizards of the Coast really goes all-out on media coverage at Worlds. Interviews and pictures took up my entire Saturday with various ESPN2 and Wizards crews. I'd been subjected to similar things before, but Worlds really takes things to a whole new level. The hardest part of the media coverage is taking the whole thing seriously.

My personal difficulty is coming up with the "intense glare" that photographers inevitably ask for, and I had to do it without my trademark baseball cap. I tried my best imitation of the Price stare but have no idea how it came out. One thing that made the day go easier was Jeff Donais's habit of telling us we were "a bunch of good-looking Magic players." I think he probably meant it, too—although I don't know why he couldn't just call us "a bunch of good-looking guys." I guess that was too much of a stretch, even for Donais.

Sunday didn't feel all that different from any other day. The lack of stress in the Top 8 of a pro tourney would probably surprise most people. The competitors are usually just happy to be there; no one



ever goes away unhappy from a tourney where he or she made the Top 8. We were subjected to some more photos. To pass the time, we threw verbal beatings back and forth. I was nearly killed after an off-hand comment about being caught in the conflicting gravitational fields of Scott Johns and Jon Finkel. It certainly was not the kind of Top 8 where players play mind games with their quarterfinal opponents. I had already lost to my quarterfinal opponent, Brian Selden, in the Swiss, so any intimidation tactics seemed useless. I didn't really feel that great about my chances against Selden.

Wizards of the Coast had some high-tech equipment for viewing the finals this year. Spectators were able to sit in the same auditorium as the matches, and had monitors to watch along with headphones to listen to the live commentary. It was the first quarterfinals I knew of that actually had spectators in the same room. I don't think the crowd affected any of the players; the whole thing felt less stressful than a featured match in the Swiss rounds.

Unfortunately for me, Selden's deck was simply too tough a matchup. After winning the first game, I proceeded to lose three straight games. I ended up in sixth place overall when Alan Comer and Brian Hacker also lost. I had certainly attained my goals for the tournament. On Sunday night, I was forced to hop on a red-eye flight and rejoin normal society, wondering how to explain to my boss that I need a vacation from my vacation. I can only imagine the money drafts I left behind.... ■

laugh all the way
to the bank.

Chris Pikula Bio:

Chris Pikula grew up in Indiana, spent five years at Cornell University, and now works as a consultant in Connecticut pulling down mad dollars. He started playing Magic in the summer of 1994, just before the release of *The Dark* expansion. Along with fellow Cornellians David Bartholow and David Price, he founded "Team Deadguy" in July of 1996. He has played in every professional-level tournament with the exception of Worlds 1996, and is one of the few players to make the Top 8 three times: at Pro Tour—Atlanta, Pro Tour—Dallas, and the 1998 World Championships.

Pikula is possibly the most famous storyteller on the Pro Tour, with a distinctive voice, and is known for classic tales such as "I Came to Play" and "I Thought Aziz Might Have Said Something Funny." He is also a founding member of the Rebel Alliance, and has been called Yoda for the similarity in voice and appearance.

You can hear Pikula at various Pro Tour events doing the live commentary on the Top 8 matches with Brian Weissman. He is also a *Simpsons* fanatic, and can often be found watching reruns with his girlfriend Kerry or his Deadguy teammates.

—RSH

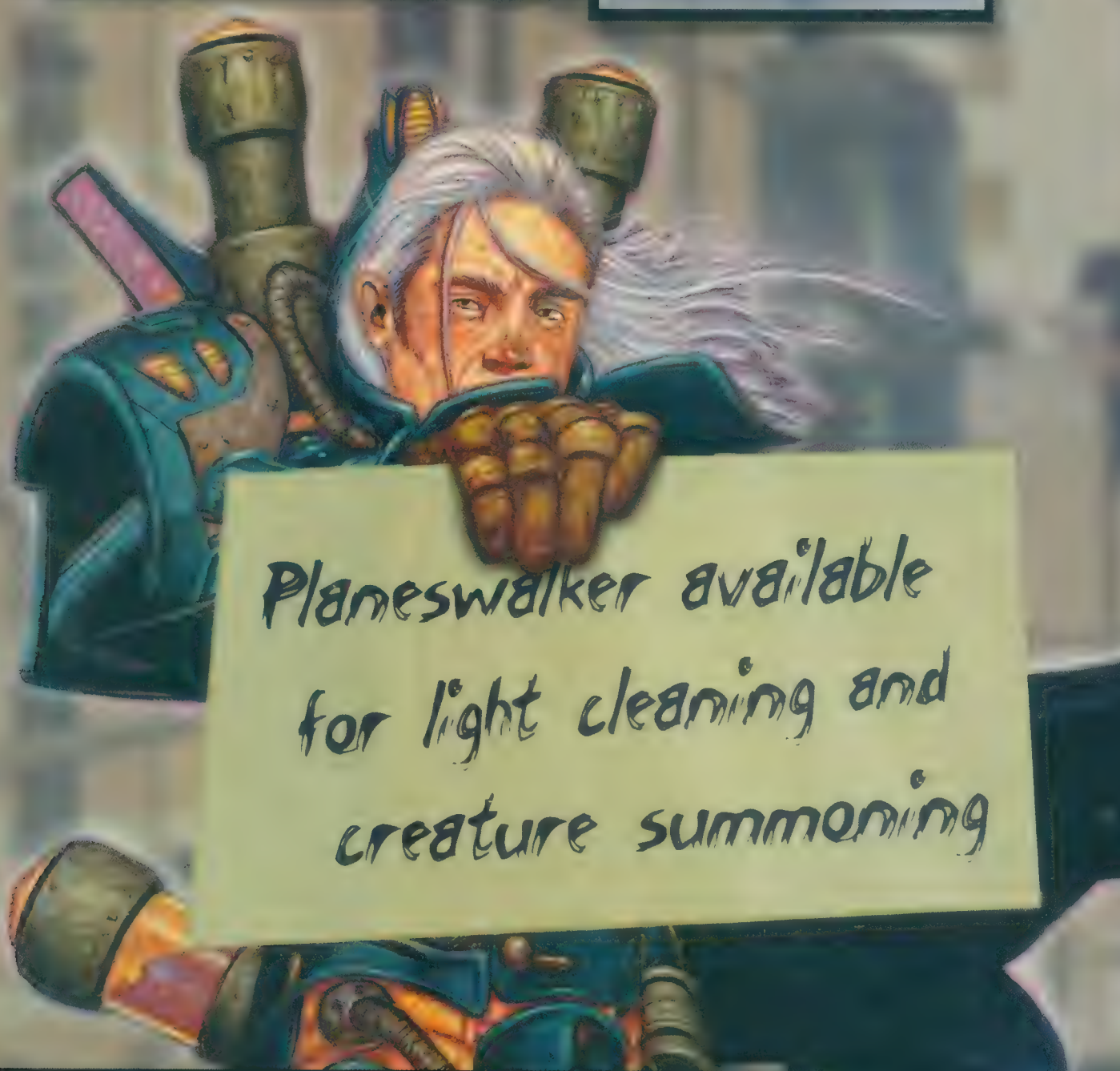
SouthernCal rises again!

World Champion Brian Selden, with Alan Comer, and Brian Hacker.



Put Urza out of a job:

build your own deck.

A detailed illustration of Urza, the Planeswalker, with his characteristic white hair and blue armor. He is shown from the chest up, looking slightly to the right with a determined expression. He is holding a large, rectangular, yellowish sign in front of his chest with both hands. The sign has handwritten text in black ink. The background is a blurred, light-colored environment, possibly a city or a plane.

*Planeswalker available
for light cleaning and
creature summoning*

So you think you've got what it takes to be a planeswalker?

You think Urza's well-worn shoes are *that* easy to fill? And you don't mind sending Urza to the Shivan unemployment office? Prove it.

Journey to the domain of your choice and put together your own arsenal. If yours is one of the five decks our judges decide is so original, so diverse in card types, and so damn good at winning duels, well . . . let's just say you'll be planeswalking away with some amazing prizes—and making Urza worry about job security.

Whaddya say? You can talk the talk, but can you walk the planes?



Prizes!

Urza's Saga™ Grand Prize (5)

- One (1) display box of *Urza's Saga* boosters
- One (1) each of all six styles of the 1999 **Magic: The Gathering**™ card storage box—each box representing the five colors of mana plus artifacts and designed to store cards vertically
- The Duelist*™ magazine will publish all five winning decklists in a future issue.

First Prize (10)

- Ten (10) *Urza's Saga* boosters
- One (1) *Urza's Saga* preconstructed deck



presents

The *Urza's Saga*

"Walking Papers" Contest

Contest

Earn the title of "Planeswalker"

If you really want *Urza's* job, you're going to have to work for it. (Nobody ever said crossing planes was easy!) Use this issue of *The Duelist* to explore the five realms and look below for some hints. Then choose one of the five and put together the best deck you possibly can.

Each deck must:

- contain 60 cards—all from the *Urza's Saga* set
- be a mono-colored deck
- contain at least one new card mechanic and one artifact from the set
- have a name or title
- include a decklist
- be accompanied by a 50–100 word description of the deck's theme and strategy

Helpful Hints

Green—Argoth

You won't find a more lush forest environment than Argoth, or a domain with a wider variety of creatures and a number of artifact war machines.

Black—Phyrexia

A nightmarish place of soot-belching factories, Phyrexia is crawling with ravenous artifact/organic blended creatures that scavenge and hunt like rabid hyenas.

White—Serra's Realm

This is a tranquil place, but Serra's people are strict and ordered—a very hierarchical society where angels and soldiers predominate.

Blue—Tolaria

Storms and coral reefs make it hard to reach this remote island, but there are many small animals—and even a few monstrous creatures—to share the vibrant ecosystem.

Red—Shiv

Hot and arid, this volcanic land is home to tribes of goblins, the nomadic people called the Ghitu, and a community of bipedal lizards known as the viashino.

Contest Rules

No purchase required. Mail entries to *The Duelist "Walking Papers" Contest*, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. No monetary reproductions of any kind may be made. All entries must be received on or before November 15. Final winners will be selected at the discretion of Wizards of the Coast. Prizes will be shipped to the winners on or about December 1. Void where prohibited by law. With a representative, they may be awarded to a third party, who will be the exclusive property of Wizards, and who will be liable.

Odds of winning depend on the number of eligible entries received. Grand Prize: One (1) display box of *Urza's Saga* boosters, one (1) each of all six styles of the 1999 **Magic: The Gathering** card storage box, and one (1) *The Duelist* magazine, each with a five-minute, five-card preconstructed deck (approximate retail value of \$100). First Prize: Ten (10) *Urza's Saga* boosters and one (1) *The Duelist* magazine. Second Prize: Five (5) *Urza's Saga* boosters and one (1) *The Duelist* magazine. Prizes are valued at \$150 U.S. Prizes are not redeemable for cash or other prizes. In some jurisdictions, prizes should include postage, but this is not applicable except in the U.S.A. All prizes are non-transferable and the sole property of Wizards of the Coast, Inc. and its wholly owned subsidiaries. Wizards of the Coast, Inc. has no responsibility for any prize claim that is not paid in full or is otherwise subject to a dispute or litigation. Under no circumstances will the prize be awarded to a third party.

Contest open to U.S. residents but not to U.S. citizens who are currently residing in Canada, Mexico, or Europe. Contest not open to Wizards employees or their family members or affiliates. Contest subject to all applicable federal, state, local, and provincial regulations, and void where prohibited or restricted by law. Winner's entry and acceptance of prize constitutes acknowledgment of the following: permission to use his or her name, without payment, winner's name, photograph, or other likeness for purposes of advertising and/or promotions; that Wizards has not made, nor is Wizards in any manner liable for, any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, a warranty that material contained in entry is original, public domain, Wizards-owned, or used with the unlimited consent of the owner and that it does not infringe on the rights of any other person or entity; an agreement to indemnify Wizards for all claims arising out of a breach of this warranty; and to publish and exclusively disclose, in any and all rights in entry. To receive prize, winner may be required to sign waiver and release. Wizards is not responsible for illegible, incomplete, late, missing, or otherwise postage-due entries. Winners are responsible for matters relating to this contest.

For names of prize winners, send self-addressed, stamped envelope to *The Duelist "Walking Papers" Winners*, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A.

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Contest Deadline: November 15, 1998

Include your name, return mailing address, email address, and birthdate, and mail your typed or handprinted submission to:

The Duelist "Walking Papers" Contest
Wizards of the Coast
P.O. Box 707
Renton, WA 98057-0707



www.wizards.com/Magic





by Mark Rosewater

MAGIC THE PUZZLING



In and Out

DIFFICULTY

DIFFICULT

Your opponent is Linda. You and she have been playing an *Urza's Saga* duel. Things aren't looking too good as Linda has you down to 2 life with Parasitic Bonds on two of your creatures (moved there by Enchantment Alteration). It is the beginning of your upkeep phase. You know the top card of your library is Goblin Offensive. Defeat Linda this turn without losing.

CARD HIGHLIGHTS

Ill-Gotten Gains



Remove Ill-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his or her graveyard into his or her hand.

Karn, Silver Golem



Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.

1: Target noncreature artifact is an artifact creature with power and toughness each equal to its casting cost until end of turn.

Opal Archangel



When one of your opponents successfully casts a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 creature with flying that counts as an Angel. Attacking does not cause Opal Archangel to tap.



Thran Turbine



During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.

LINDA (BLUE/WHITE)



Citanul Flute



Fluctuator

YOU (BLACK/GREEN/RED)



Worn Powerstone



Swamp (3)



Dark Hatchling
3/3



Parasitic Bond



Endoskeleton



Thran Turbine

Where's the Answer?

The answer to last month's "Something Completely Different" puzzle (Duelist #30, page 100) is not printed in this issue. So, if you thought you would be able to cheat on *The Puzzling—Unglued Contest* on page 57 of that issue, shame on you!

NO CARDS IN HAND/NO GRAVEYARD

38 LIFE REMAINING



Opal Archangel 5/5
(currently a creature)



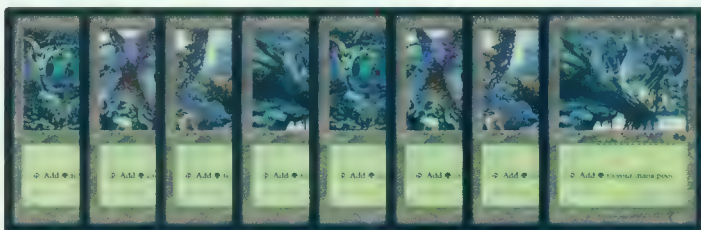
Island (6)



Plains (4)

NO GRAVEYARD

2 LIFE REMAINING



Forest (8)



Mountain (5)



Blood Vassal
2/2



Priest of Gix
2/1



Retromancer
3/3



Elvish Lyrist
1/1



Karn, Silver Golem
4/4



Parasitic Bond



Urza's Armor



No Rest for the Wicked



Pestilence



Planar Void



Vernal Bloom

YOUR HAND



Ill-Gotten Gains



Victimize



Bravado



Goblin Offensive

Your Biggest Fan

DIFFICULTY
MEDIUM

Your opponent is Kevin. Several turns ago he destroyed all the lands with an Armageddon. It is the beginning of your upkeep and you will shortly draw the last card in your deck (a Krovikan Plague). You need to defeat Kevin this turn without dying because you will lose during your next draw phase.

CARD HIGHLIGHTS



Giant Fan ●●, ●●
●, ●: Move target counter from one card to another. If the second card's rules text refers to any type of counters, the moved counter becomes one of those counters. Otherwise, it becomes a +1/+1 counter.



Krovikan Plague ●●●
Play on a non-wall creature you control.
Draw a card at the beginning of the upkeep after Krovikan Plague comes into play.
●: Tap enchanted creature to have Krovikan Plague deal 1 damage to target creature or player. Put a -0/-1 counter on enchanted creature.

KEVIN (WHITE/GREEN/RED) *No cards in hand*

13 LIFE REMAINING



Spike Worker 2/2
(2 counters)



Wall of Roots 0/5



Segmented Wurm 3/3
(2 counters)

YOU (BLUE/BLACK/RED) *No cards in hand*

3 LIFE REMAINING



Lotus Blossom
(10 counters)



Gemstone Mine
(1 counter)



Crovax the Cursed 4/4
(4 counters)



Soulrinker
2/2



Stronghold Assassin
2/1



Giant Fan



Voltaic Key



Voltaic Key



Essence Bottle
(1 counter)



Legacy's Allure
(1 counter)



Torch Song
(2 counters)

LAST CARD IN LIBRARY



Krovikan Plague

"I came, I saw, I saw, I qualified."



Qualify for the \$150,000 Pro Tour™ - Rome

Rath Cycle™ (Tempest™-Stronghold™-Exodus™ Constructed (Type II) format
Fees start at \$18 in advance, \$20 on site. Call for details.

All Qualifiers award one invitation to the Pro Tour, unless otherwise noted.
Modified Swiss-style, with the Top 8 playing in a single-elimination draw for prizes and invitation(s).

Qualifier tournaments are only open to players who have not yet qualified for Pro Tour-Rome.
The deadline for advance phone registration is 5:00 P.M. on the Wednesday prior to tournament date.

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Reports on trading card games

by Cory Herndon

Table of Contents

- 11 **Reports on Trading Card Games**
 Covers all the news and the latest in the world of trading card games. Plus all the latest in the ground card game scene.
- 12 **Clam**
 How the Star Wars CCG has become a major force in the world of trading card games.
- 13 **Unleash the Beast**
 How the new Star Wars CCG has become a major force in the world of trading card games.
- 14 **Mastering the Game**
 How to win at the Star Wars CCG. Plus all the latest in the world of trading card games.
- 15 **Trading Card Games**
 The latest in the world of trading card games. Plus all the latest in the world of trading card games.
- 16 **Trading Card Games**
 The latest in the world of trading card games. Plus all the latest in the world of trading card games.
- 17 **Trading Card Games**
 The latest in the world of trading card games. Plus all the latest in the world of trading card games.
- 18 **Trading Card Games**
 The latest in the world of trading card games. Plus all the latest in the world of trading card games.
- 19 **Trading Card Games**
 The latest in the world of trading card games. Plus all the latest in the world of trading card games.
- 20 **Trading Card Games**
 The latest in the world of trading card games. Plus all the latest in the world of trading card games.

Clam

A long time ago, at a card table not too far away, I began playing the *Star Wars CCG*. It was a simpler time, the salad days if you will. Some cards were soon to be heavily abused (Sense and Alter come to mind) or ignored (Yerka Mig, anyone?). Many players saw some unfair discrepancies between the two sides of the Force—the potent Vader/Tarkin combination could steamroll over the good guys, the Light side had many more “mains” than the Dark, and so on. The most glaring imbalance within my playgroup can be summed up by three simple words: Imperial Star Destroyers.

ISDs were so much bigger than anything the Light side could put up that space battles seemed quite lopsided. True, ships like the Corellian Corvette and the *Millennium Falcon*

could get the same power out for the same cost, but the psychological impact of the Empire’s giant space cheese wedges could be unsettling. So we began the long wait for Rebel ships that would finally end the Dark monopoly on overpowered, over-

muscle capital ships. We waited for the Mon Calamari Star Cruiser. At last, courtesy of the *Star Wars Second Anthology*, it’s here.

The MCSC is as expensive as a standard ISD, and actually has one less power than its Dark counterpart. That’s offset, though, by a permanent pilot with higher ability (two). The ship doesn’t carry specialized fighters like TIEs; instead, three starfighters can be packed onto this baby—only one other ship, the mighty *Executor*, can currently make that claim. Rebel armadas can sit a lot more comfortably with this squid-powered monster on their team. And now, three years later, an older, wiser playgroup has a bunch of Giant Clam Ships.

What are you waiting for? No matter what your game, it’s a safe bet that there’s some card you’re anticipating more than any other. Can’t wait to get your hands on Admiral Riker? Would you sell your mother for a Vorlon Planet Killer? Hold up a bank for an experienced Black Jack? Send me the name of your absolute most wanted card that doesn’t exist yet—even if it’s one that you don’t think will ever get made. Drop me a line at *The Duelist*—Most Wanted, P.O. Box 707, Renton, Washington, 98057-0707. Selected responses will appear in a future installment of “Reports on Trading Card Games.” —C.H.



Cutting Through the Maze

A few *Doomtown* rules changes are blowing through the streets of Gomorra like a pack of burning tumbleweeds. Here’s the skinny from *Five Rings* chief Ryan Dancey...

Movin’: Any time a Dude changes location for any reason, that Dude is considered to be *moving*. This includes moving to join a posse, being a part of a posse that moves to another location, moving using a Horse or a Gadget, and so on. Any effects that restrict the movement of a Dude *always* restrict the movement of that Dude. For example, Dudes who are not Lawdogs cannot move to the Courthouse, so a Black-jacks Dude could not join a posse to perform the Arson job on the Courthouse. The only exception is...

Goin’ Home: Any effect or action which specifies that a Dude “be sent home booted” or any similar construction that results in a Dude ending up at his owner’s home booted is exempt from the above restrictions on movement. For example, a Dude can chicken out of a Shootout during Heavy Rain. If a Dude is at a Deed that is Aced during Heavy Rain, that Dude still goes home booted, and so forth.

Trespassin’: The injunction against Dudes moving to the Home of another player has been revoked. Dudes can now treat the Homes of opposing players like any other legal location. (Note: Because the Episode 4 rulebook, and all subsequent printings of that rulebook,

contain a new prohibition against calling Dudes out at their own homes without a special card action, allowing “foreign” Dudes into a Home is not considered abusive by the Design Team. Note also that Homes are never considered to be Deeds, and they *never* change ownership or control.) The objective of these three rules is to make it easier to understand how movement works in *Doomtown*. There is now one simple “moving” system, rather than a system from the rulebook and a ton of cards with special exceptions. This should also help players use card effects to attempt to Ace opposing Dudes who hole up at Home like yellow-bellied cowards. Episode 7-9 rulebooks will reflect these changes. Y’all got that?
 —*Doomtown* rules text by Ryan Dancey



Cory Herndon has, in the interim, become both *The Captain* AND *Terrific* (MAGNIFICENT DIVER).

ALIENS PREDATOR (HarperPrism, New York City)

Alien Resurrection, the first expansion for this hot game, finally has an official street date: January 8, 1999. The focus will be on humans (specifically, Marines) with images pulled from the fourth film in the franchise. Predators and Aliens will also receive several new cards. After this release, HarperPrism expects to release an expansion every six months. Thus, the second expansion, *Atmosphere*, will hit the shelves next June. This set will drop vehicles and outdoor locations into the gooey mix.

www.zehrapushu.com AvP@zehrapushu.com

BABYLON 5

(Precedence, Tempe, AZ)

The Great War, due November 1, will offer players of this great TCG 350 new cards that send the game spinning in drastically different new directions. Powerful Major Agendas include Feasting On Chaos, which lets you instigate wars between your opponents and reap power for every fleet destroyed. Force Majeure is an example of what Precedence's Paul Brown calls "direct win agendas." This card gives you a victory if you possess overwhelming military power compared to your opponents. The next expansion, *Psi Corps*, will hit shelves in March. Later in 1999, watch for *War Without End*. A two-player boxed game similar to, but not compatible with, the B5 CCG—players square off against each other as Shadows and Vorlons. Looking into the far future, *Crusade* will introduce characters and fleets from the B5 spin-off series, and a separate *Crusade* TCG is in the works as well. Brown says that the expansion will satisfy players of the current game who want to make use of all the toys from the new series, while the separate game will more accurately capture the flavor of the new series, which will be "much less diplomatic."

www.eternity.com b5@eternity.com

HIGHLANDER (Thunder Castle Games, Kansas City, MO)

The standalone *Arms and Tactics* edition is out now, giving *Highlander* fans 267 new cards with which to pummel each other. *The Four Horsemen* hits shelves in November. This set will primarily feature cards from the fifth season of the series—and the eponymous episode, the highest-rated of said series, in particular. New immortals include Kronos, Caspian, Silas, and *Babylon 5's* Tracy Scoggins—aka Cassandra. March 1999 will bring *The Ramirez Edition*. At last report, Sean Connery had not given Thunder Castle permission to use his likeness, so it should be interesting to see how the titular Immortal will appear in that set.

www.tcgames.com TCGames@aol.com

OVERPOWER (WildStorm Productions, San Diego, CA)

The *X-Men Overpower* expansion is slated to hit stores in November. Marvel's top mutants will join the heroes from *Image OverPower*. Nothing is scheduled after the *X-Men*, however—has WildStorm received a visit from the Brotherhood of Evil Mutants?

www.marvel.com/sw/overpower/ opgrrl@aol.com

STAR TREK CCG (Decipher, Norfolk, VA)

Everyone's keeping their eyes on the Bajoran Wormhole waiting for *The Dominion* to spill out into the Alpha Quadrant. This 130-card expansion will introduce the Dominion affiliation (including Weyoun, the Founders, and the Jem'Hadar), new rules for battling in space that might involve side decks, and, of course, the black-bordered version of the *U.S.S. Defiant*. Decipher also must be impressed with the sales of the "playable out of the box" starters they put together for *Deep Space Nine*—the unlimited white-bordered *Premiere* starters are now scheduled to receive a cosmetic redesign, a new sorting technique, and eight new black-bordered premium cards. Watch for six new missions, one new outpost, and a card that lets affiliations work together but may not be a treaty.

www.decipher.com CCGCustomerService@decipher.com

MIDDLE-EARTH: THE WIZARDS

(Iron Crown Enterprises, Charlottesville, VA)

The Balrog expansion remains on schedule and should be hitting stores about the same time as this issue of *The Duelist*. This set will introduce the fearsome demon that struck down the mighty Gandalf in the mines of Moria. The Middle-earth Nationals Tournament will be held at Ohio's AndCon in early October—the winner will go to the World championships in Europe around January 1999. *The Dwarf Lords* will hit the shelves around that date, giving players the opportunity to take back the occupied lands of the Dwarves instead of saving the Free Peoples. *The Elf Lords* should then follow in late spring. I.C.E. is also considering a revised basic set that, while compatible with the original, would offer an easier learning curve to new players interested in getting into Tolkien's world.

www.ironcrown.com ice@ironcrown.com

STAR WARS CCG (Decipher)

If everything is going according to plan, we should be mere days away from the 300-card *Special Edition* expansion. Playable tarters will come in either Dark or Light flavors. We are also on the verge of the awkwardly titled, white-bordered *Revised A New Hope* expansion. About forty percent of the cards have been reworked in some way to conform to current rulings, and distribution now follows the 9-cards-per-booster Decipher standard. The same will eventually be done with unlimited editions of *Hoth* and *Dagobah*.

www.decipher.com CCGCustomerService@decipher.com

SHADOWRUN

(FASA Corporation, Chicago)

The 90-card *Corp War* expansion is still planned, but don't expect to see it before the end of the year. The Brotherhood of Evil Mutants may have been to FASA as well—the *Second Run* edition of the basic set is now off the schedule, and no further expansions seem to be in the works. Hopefully, we'll have more news on *Shadowrun* after November 1998.

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Ringside

by Wolfgang Baur

Sons of the Desert

An Introduction to Legend of the Burning Sands

A sliver of the moon—thin as a dagger's edge—rises over the desert sand. Stars shine over a golden city straddling a river as wide as the Milky Way. In the darkness, men move silently, blades in hand. The sons of the desert have arrived, and nothing will ever be the same.

This August, the Legend of the Burning Sands (LBS) trading card game finally hits stores after a yearlong build-up. Has it been worth the wait? In a word, yes. LBS is a gorgeous 153-card set that offers many new challenges for card gamers.

This installment of "Ringside" will delve a little deeper into the game to provide all the information you need to know.

The Legend of the Burning Sands game tells the story of a great city, Medina al-Salaam, the City of Peace, the City of One Thousand Stories.

Many factions fight for control of

Holdings that produce more copper cost more water to bring into play, so it isn't always beneficial to bring the most efficient copper-producers onto the table.

Water is a more subtle resource, and managing your water costs is crucial. Long-time card gamers will recognize the water mechanic from the older *Vampire: the Eternal Struggle* TCG. Though the LBS slogan is "Water is Life," in many ways it's more accurate to say that "Water is Blood," for the LBS water mechanic resembles a faster, simpler version of the V:TES blood mechanic. Each player begins with a set amount of water, and that water is both a resource for bringing cards into play and a tally of how close you are to losing. Deciding how to replenish your water is a critical aspect of deck-building; the options include action cards like *One Water* or *Raiding* to take water from your opponent.



Legend of the Five Rings and Legend of the Burning Sands, while similar in many ways, provide entirely different play experiences.

the city, from the empire of the Senpet to the Hidden Keep of the Assassins. These groups, along with the Moto, are the first three factions provided for the game. Each has its own unique strengths, just as each clan does in the *Legend of the Five Rings* TCG. However, the two games, while similar in many ways, provide entirely different play experiences.



Wolfgang has spent years in dreams of Arabby, fueled by the scent of fragrant lotus and the juices of the betel nut. That and a cup of coffee will get him through the day.

Bringing Cards into Play

In L5R, bringing cards into play costs gold. In the Burning Sands, gold is pretty, but useless. Instead, water and copper bring *Heroes, Holdings, Items, Followers, and Jinn* into play.

Copper is obtained from bowing Holdings; any player of L5R or *Magic* will immediately understand copper generation. Interestingly,

Combined Turn Sequence

The turn sequence in LBS really sets the game apart from others of the genre. Players do not sit around waiting for their turn; instead, both alternately take actions and counter their opponents, as in *Doomtown*. Each turn consists of a single day in Medina al-Salaam. It includes a *Dawn* phase, a *Day* phase (which may include an *attack*), and a *Night* phase (which may include a *Raid*). During each of these phases, the players trade off the status of active player, beginning with the player who possesses the Caliph's Blessing on that Day.

In the Dawn phase, you simply straighten all of your bowed cards. The real activity begins during the Day phase, when players alternate taking actions. An action may be putting a new card into play, using an existing card's ability, or declaring an attack. When both players pass, the Day phase ends and the Night begins.

In the Night phase, players take turns as well, again beginning with the player holding the Caliph's Blessing. Each player may use Night or

Open actions generated by cards already in play, play Night actions, and/or declare a Raid.

At the end of the Night phase, there is a brief End phase. At this time, each player may shuffle water tokens between City Sections and, more importantly, draw four cards from his or her draw deck, then discard down to the maximum hand size.

Raiding

In a Raid, Heroes go forth alone to sneak into enemy City Sections and carry off their water. You play a card face down for each Raiding Hero. That card's Fate value plus the Hero's Strength must exceed the Fate value of the defender's card, if any. If the Raiding total is higher than the defense, the Raiding Hero takes water equal to his or her carrying capacity (usually one token).

If the Raid is unsuccessful, no water is gained, and the player who was just Raided may now Raid his or her enemy. Any Raid is a risk as it can easily turn against the Raider. The action card No Escape turns a Raid into a Battle, the Assassin Hero Faida can turn a Raid into a *duel*, and the action card Bad Dates can turn stolen water into deadly poison, killing the Raider.

Attacks

Four years of designer hindsight have given LBS combat some advantages over the L5R version. Rather than saving or killing an entire army at every battle, LBS battles are decided by attrition, much like ranged attacks in L5R. When an attack is declared, the attacker assigns infantry first, followed by the defender. Next, players assign *Flying* units in the same order. Then the battle is joined, and each player takes battle actions in turn. A single battle action can be a battle action or battle omen card, or it can include bowing a Hero or Follower to engage the enemy. When a Hero is engaged, that card inflicts damage equal to its Strength.

The defender assigns this damage in one of three possible ways: by removing water tokens from the City Section under attack, by burying Heroes and

Followers with a Strength equal to the engaging unit's Strength, or by playing Fate cards to buy off damage. If these

parries continues until both sides pass, or until one Hero is reduced to zero Ka and thus killed.

Deciding how to replenish your water is a **critical aspect of deck-building**; the options include action cards like this **One Water** or Raiding to take water from your opponent.



aren't enough, the defender must destroy the City Section to absorb the damage. Whenever a City Section is removed from the game, the defender's hand size shrinks by one.

Once damage is accounted for, the defender may take an action or engage a unit, possibly destroying attacking units. When all units have engaged, been destroyed, or been sent home, the attack ends. In an interesting twist, the next action of the Day belongs to the former defender, who may now declare an attack of his or her own.

Dueling

Duels in LBS are quite different from the iajitsu combats of L5R. Instead of katana combat, Heroes struggle in knife fights, exchanging blows until someone dies.

When a duel is declared, the Heroes take turns thrusting and parrying, hoping to inflict enough damage to reduce the opposing Hero's Ka to zero. Thrusts are represented by the Fate value of a card played (face down) from the thrusting player's hand and parries are represented by the Fate value of a card taken either from the defender's hand or from the top of the defender's deck. The difference between the two cards determines how much damage is inflicted on the defender's Ka. If the values are equal, the thrust is parried and no damage results. Certain Heroes can adjust the Fate value up or down to their benefit; these are called *Duelists*, a name with a certain familiar ring to it.

Once the card's damage is assigned, the roles reverse and the defender thrusts, playing a card from his or her hand. The exchange of thrusts and

Deck Construction and Recycling

Putting together an LBS deck is fairly simple: you must have 55 cards, plus your Stronghold and an assortment of City Sections whose total value does not exceed the city value printed on the Stronghold. In addition, the LBS rules on uniqueness are a little bit different than in most TCGs. You can have three copies of any unique card in your deck, but only one in play at any given time.

An important factor to keep in mind during deck construction is that in most cases, the cards you discard will be recycled back into your deck. In LBS, as in *Doomtown*, when you must draw cards from an empty deck, simply reshuffle your discard pile. However, not all cards go to the discard pile. Cards with the *Buried* keyword and Heroes and Followers lost in battle or duels go to the Buried pile, which is never reshuffled.

Victory Conditions

Legend of the Burning Sands provides more than one way to win. The most straightforward way to win is to destroy all of your opponent's City Sections. Alternately, you can take away all your opponent's water. A player who ends the turn without water loses.

However, in keeping with the game's *Arabian Nights* theme, you can also win by a Story Victory. By fulfilling the conditions on Story cards, a player gains Story Points. Anyone who gains 5 or more Story Points has won a Story Victory. Each Story card is related to a

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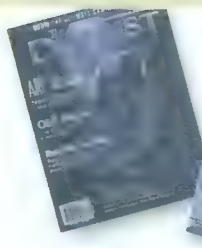
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ADVERTISER INDEX

AD CODE	ADVERTISER	PAGE
	AMAZING® Stories	111
1	Anthologies (Wizards).....	11
2	Axis & Allies (Hasbro Interactive)	25
3	Babylon 5 (Precedence)	41
4	Baldur's Gate (Interplay).....	5
5	BattleTech: Crusade (Wizards).....	31
6	Command & Conquer 2:Tiberian Sun	18-19
	(Westwood Studios)	
7	Dragonball Z (Pioneer).....	43
	Duelist Booster Program	32
	Duelist Merchandise	93
8	Dune (Wizards).....	35
9	Fallout 2 (Interplay).....	49
10	Games Galore.....	95
11	Heroes of Might & Magic III.....	IFC
12	J & M Enterprises	98
13	Legend of the Burning Sands (Wizards)	39
14	Legend of the Five Rings (Wizards).....	45
15	Magic World Decks (Wizards).....	14
16	Magic: Encyclopedia	20
	(Thunder's Mouth Press)	
17	Major League.....	95
18	MediEvil (Sony Computer Entertainment).....	6-7
19	Neutral Ground.....	95
20	PT-Rome (Wizards).....	77
21	QT-Rome (Wizards).....	73
22	Quest for Glory 5 (Sierra).....	12-13
23	Rubies of Eventide (CyberWarrior)	37
24	Sanctum (Digital Addiction)	IBC
25	Sci-Fi Con (USA Networks).....	47
26	Star Trek DS9 (Decipher).....	9
27	Star Wars Second Anthology (Decipher).....	74
28	State Champs (Wizards).....	17
29	Sword & Sorcery	OBC
	(Virgin Interactive Entertainment)	
30	Tales of Destiny (Namco)	23
31	Thunder & Lightning	95
32	Troll & Toad	96-97
33	TSR-Core Rules (Wizards).....	85
34	Urza's Saga (Wizards).....	2-3
	Urza's Saga CONTEST (Wizards)	68-69



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4	12	20	28	36	44	52	60
5	13	21	29	37	45	53	61
6	14	22	30	38	46	54	62
7	15	23	31	39	47	55	63
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faction and to the major plot points of the setting. As new factions are released, more story cards will become available.

At the moment, the selection of tales is limited: the Dying Sahir's Tale, the Tales of the Moto and the Senpet, the Stolen Heart, the Last Raid, and the Tale of Selqet's Capture. The last story is most important, because Selqet is better known as Kachiko to L5R players. Yes, a Senpet army captured the leader of the Scorpion clan. Will she escape, or merely turn this to her advantage? Perhaps we'll learn in Episode 2: *Secrets and Lies*.

Future Expansions

Unlike most of FRPG's games, LBS does not follow a monthly release schedule. Instead, the Burning Sands offers card gamers two new factions and 102 new cards every *other* month, allowing players more time to enjoy the impact of each new release. The new and upcoming factions include two opposing groups of magicians: the Khadi—heartless wizards who serve the Caliph—and their mortal enemies the Qabal, a group of outlawed sorcerers. We'll meet the Ansalan, a race living deep beneath the earth. We'll also see an LBS version of Matsu Gohei, the Butcher of Rokugan, in Episode 2.

Beyond that, only a few card names offer clues to the future. Heroes such as Janan Barakah the Sand Pirate, Shalimar the Ra'Shari dancer, and Kabdar Fassal, the Ebonite defender of the faithful may well be the first members we've seen from future factions, each of which will alter the fate of the City of One Thousand Stories.

Conclusion

If L5R is a blur of samurai action, **Legend of the Burning Sands** is a slower, more deliberate, and perhaps ultimately more satisfying game. While a samurai story may hinge on a single sword blow, the interwoven tales of the Burning Sands more closely resemble the nested stories of the *Arabian Nights*. Each new action changes your perspective on what has gone before, and the result remains in doubt until the final card is played. While some players may miss the joy of overwhelming an opponent in a relentless landslide of military power or furiously fast honor-running, many players may prefer the subtle cardplay and intricate strategy of LBS. Try it for yourself and see. ■

The Cards

In all, there are nine types of cards in **Legend of the Burning Sands**. Each card has nine primary elements.

Faction Strongholds: These function just like the clan Strongholds in L5R or the Home cards in **Doomtown**. The three initial factions are the Assassins, the Moto, and the Senpet. Each faction limits your starting City Sections, and each provides a special ability.

City Sections: These cards hold the player's *water tokens*, and many have a special ability or limitation. Each City Section is worth a different number of city points; a player may never begin the game with City Sections worth more than the value printed on his or her faction Stronghold.

Holdings: These produce the *copper* that brings other cards into play—although most Holdings cost water to bring into play themselves. They always come into play bowed (unfortunately, the rulebook doesn't mention this). In addition, each

holding has a special power that can be played just once by destroying the holding. In a close game, one or both players will use all their holdings by the last turn.

Heroes, Items, and Followers: Heroes are the key to victory. Each has a border that indicates faction allegiance, and each may Raid, attack, or duel other Heroes. In addition, Items and Followers can be attached to Heroes to improve their Strength, Ka, Raiding skill, or other abilities. Bringing a Hero into play who is aligned with an opposing faction costs an additional two copper.

Spells and Jinn: LBS spells operate just like kihos in L5R: just bow a Sahir (analogous to an L5R shugenja) to use a spell. Naturally, you must also pay any water or copper costs associated with the spell.

Much like Heroes, Jinn can

Ka

Strength

Influence

Copper Cost

Water Cost

Traits

Abilities

Flavor Text

Fate value



attack, defend, Raid, and so forth. However, only a sahir can cast the spell that summons them into play and even worse, Jinn have high water costs. On the other hand, they often have the Flying trait, which makes them valuable in battles.

Actions and Omens: Actions are just that: cards that can be played during Day, Night, or Battle, or as Reactions. Each has a special effect, such as sending a

unit home from a battle or increasing a Hero's Strength.

Omens are special actions that have a global effect (such as reducing the effectiveness of all Raids). They stay in effect until another Omen displaces them.

Story: The Story cards can be played when you fulfill certain conditions, and they provide you with a reward—including a possible victory. —W.B.

Doomtown Strategy

by Scott McGough

Gomorra

Doomtown's New Outfits Up the Ante

In Doomtown, I don't mind losin' nearly as much as I hate sayin', "I do nothin'." Pretty much the only way for a thug like me to do something aggressive every turn is to focus on attacking the basics: influence and control points. Ergo, these are the things I want to start kicking as soon as The Clock Tower strikes noon on the first turn—or even sooner, if I don't have to explain to the other thugs what "ergo" means . . .

When I slap down dudes or burn down deeds from the get-go, I know it's going to be a good game. These Whateley and Maze Rats lineups are designed to achieve global control of the victory equation. Aim to ruin a single opponent's essentials, or keep multiple opponents at each other's throats. Take your time, pick your targets, and then crush 'em all beneath your snakeskin boots.



Hired gun Scott McGough learned everything he needed to know from caber-tossing: brute force gets the job done, but the subtle application of brute force gets a standing ovation.

Starin' Ya Down

Collegium strategy never worked for me because the Mads usually win by staying at home and building a bunch of badasses and control points out of dudes and gadgets. This is an effective strategy, but far too slow and passive-aggressive for a Jersey boy like me.

Enter the Whateleys. The "Stare-down" deck ostensibly wins by sitting at home, just like the Collegium, but you only stay home because you don't need to leave to conduct your reign of terror. The deck's sheer volume of low-cost influence control, boot effects, and deeds with control points allows you to determine just which dudes in play have influence and just where they're allowed to go with it. Chisel a single opponent down to no mobile influence and the varmint can't take control of your deeds no matter how tough a crew gets sent—meanwhile, a single blue chip will win you the game. In multiplayer games, manage everyone's influence and mobility like a miser does a thermostat. Keep the others squabbling for the lead until you're ready to win it all at once. This deck is in it for the long and short haul.

Holdin' Their Eyes

"The Stare-down" works by fielding hucksters and keeping them active. For a medium-sized handful of ghost rock, Basil and Dolores Whateley are both moderate hucksters with moder-

ate influence and incredibly useful special abilities. Billy No-Neck and Saul are there for some stud backup if anyone rudely comes a-knockin' at Whateley Manor.

After the opening lowball hand, it's time to start hexing. Put as many copies of as many spells as you can on your best hucksters; every spell card in play represents another chance to nail someone. The deck is heavy on high-value cards to better your odds of a successful hex. Only fifteen cards have a value lower than 7—and with Crazy Quilt, Wilhelmina, and the bumpable Dolores, 7 is usually all it takes. If you're concerned, you can always Hunch your own top two cards and stack the deck as appropriate.

Whateleys are weak on rock production, but you really don't need much. Eleven of your spells and four helpful events cost nothing to put out or to use. Throw in six free actions



that also remove dudes or their influence, and you've got the heart of the engine that wins the game. Run Outta Town and Full Moon can start the hurting on the opening draw; Basil, Texas Twister, and your Stills keep the streets free of foot traffic; and any dudes who survive and then dare to step outside will be diminished by Mind Twist, Blood Curse, and Rumors.

You can even protect your primary huckster from Ambush or Run Outta Town with Shadow Man, which keeps any other player from targeting the huckster who has it. Shadow Walk, in turn, lets a huckster move around to join shootouts, or take advantage of the Whateleys' outfit ability and become an even better huckster.

rating, no less. Fall back on The Clock Tower and No Funny Stuff to preempt dangerous shootout surprises, and your straight-ahead bully boys will stomp the life out of any interlopers. Don't be afraid to use Ace in the Hole early and often to improve your hand or avoid illegalities.

sea-brutes likes it. "Mine, All Mine" lives up to its greedy, self-interested name, and if my playtest group is any indication, you can expect to hear tons of NC-17 insults hurled your way if it works properly. But then again, my playtest group is especially loquacious when it comes to such things.



You Dirty Rats

Sweetrock be damned: the Maze Rats rule the mines. Since all strikes are adjacent to the Rats' nest, and since they can claim jump any strike if they have more bullets to boot there than the strike's production, the Rats just have superior access to strikes' rock and control points.

Playing "Mine, All Mine" is simple: flood the board with out-of-town deeds with beaucoup ghost rock and/or control points, get your troops mustered, and then a) steal every strike you see, and b) kill any in-town deeds that come into play. Your opponents must choose between defending their deeds (and all that they provide) and venturing out of town, where your dudes come and go as they please. Either way, you're always on the offensive, and that's the way your crew of monsters and other assorted

Set Sail, Cap'n

Chin Wei-Lun and Sun Shu-Jen may look pretty lonely out there as starters, but don't worry: company's coming soon. Wei-Lun is beefy on influence and Shu-Jen is just beefy, period. He's a 2-stud, has 2 influence, and goes T.C.'s mastery of unarmed combat one better: he can also send all opposing dudes with lower bullet ratings home from a shootout. Like Black Jack, he's worth every penny you spend on him, even with his "no-weapons" restriction.

The rest of your pirate crew is about movin' around and slappin' 'em down. "Buckets" Nelson is the first real hint of the stud swarm that'll soon be buzzing around the mines: hardly any of the cards in your hand will be more useful than the 1-stud tokens "Buckets" allows you to create when you discard as a shootout action.



Makin' 'Em Blink

"The Staredown" also provides a solid offensive line in the form of 2- and 3-stud dudes, but make no mistake: Unknown Hooded Figure is your enforcer. Get one of your copies of this 3-stud Abomination into play and then tell everyone to get used to the smell because he ain't goin' away. The first time he dies, he comes back harrowed—and with a +1 bullet

The Staredown

No Jokers

Outfit Home

Whateley Family Estate

(starters in bold)

1 Basil Whateley	9♠
1 Billy No-Neck	7♠
1 Crazy Quilt	J♠
1 Dolores Whateley	7♠
1 Eagle Rock	9♠
1 Jebediah Whateley	8♠
1 Nelson Roberts	10♠
1 Nicodemus Whateley	10♠
1 Saul Whateley	A♠
2 Unknown Hooded Figure	J♠
1 Wilhelmina Whateley	K♠

Well-Planned

2 Blood Curse	10♥
2 The Fair Comes to Town	10♥
2 Full Moon	5♥
1 Hunch	K♥
2 Mind Twist	A♥
2 Shadow Man	4♥
2 Shadow Walk	4♥
2 Still	8♥
3 Texas Twister	3♥

12 Deeds

1 The Clock Tower	K♦
1 Green Eye Saloon	8♦
1 Harlot's Haven Strike	Q♦
1 Henry's Hole	K♦
2 Library	3♦
1 Miss Cotreau's	8♦
1 Old Moon Saloon	7♦
1 Pony Express	8♦
1 Thunder Gulch Strike	Q♦
2 The Tree	Q♦

2 Ace In The Hole	4♣
2 Kidnapping	8♣
2 No Funny Stuff	9♣
2 Rumors	J♣
2 Run Outta Town	7♣

Mine All Mine

2 Jokers

Outfit Home

Maze Rats

(starters in bold)

- 2 "Buckets" Nelson 6♠
- 1 Captain Sum Yut-San 0♠
- 1 Chin Wei-Lun** 8♠
- 1 Danny Hamilton 10♠
- 1 Gyonshee 10♠
- 1 Marko Mucsovich A♠
- 2 Maze Dragon 0♠
- 1 Mitobu 2♠
- 1 Pierre Fontaine 3♠
- 1 Sam Horowitz 5♠
- 1 Sun Shu-Jen** J♠
- 3 Wall Crawler A♠

4 Events/Noons

- 4 Maze Runner 3♥

15 Deeds:

- 1 The Desert Rose Lode 0♦
- 1 Fish Ridge Mine 4♦
- 1 Harlot's Haven Strike 0♦
- 1 Hell's End Mine 3♦
- 1 Ike's Strike 10♦
- 1 King Willy's Mother Lode 6♦
- 1 On The Side Strike 10♦
- 1 Rock Ridge Mine 3♦
- 1 Smiling Lizard Lode 2♦
- 1 Smiley's Shaft 2♦
- 1 Thunder Gulch Strike 0♦
- 1 Top of the World Lode 9♦
- 1 Water's Edge Strike 9♦

- 3 Ambush 5♣
- 3 Arson 6♣
- 2 Bum Rush 5♣
- 2 Foreclosure 6♣
- 2 Hell's Fury 3♣
- 3 Jailbreak 5♣
- 2 Rooftop Sniper K♣
- 2 War Paint K♣

The rest of your crew is equally daunting. Big Maze Dragons and multiple Wall Crawlers can't go to town, but Danny Hamilton and Pierre Fontaine can follow them pretty much at will as they range around the strikes. Neither your abominations nor Shu-Jen can carry weapons, but that's what Bum Rush and War Paint are for. With Captain Sim Yut-San or a Maze Runner in play, your out-of-town swarm is even more mobile and dangerous. Multiple copies of both key dudes and Hell's Fury will help you keep up the pressure: bring back a harrowed Maze Dragon or "Buckets" and get ready for the air to turn blue.



If I Can't Have it, Nobody Can

First and foremost: other players' strikes are your snack food. Whenever anyone is foolish enough to put a strike into play, mass your forces, occupy it, and boot as many bullets as it takes to make it yours. After two or three turns, I've seen players throw down cheap strikes as fodder for your voracious horde, just to make room in their hands for something they *can* use. Any extra ghost rock you pick up as a result of your

marauding is gravy; aing enemies when a shootout starts is just plain fun.

If your opponents are familiar with the Rats' out-of-town dominance, they'll most likely steer clear of your strikes or construct their decks with nothing but in-town deeds. No problem. There are eight actions you can play to remove these deeds from the victory equation—use them. Five of these are noon jobs, which again puts the onus on your opponents: face your stud swarm, or let the deed fall and have no rock or control points to work with.



Smooth Sailing

The obvious shortcoming of a deck that's as focused as this one: your opponents don't have to come out to your mines or play their own in order to mount up big influence or control points (you hear me talkin', Collegium?). The problem can be simplified to a question of the other players' influence and how to get rid of it; or, in multiplayer games, how to get rid of it so that the other players have to get involved in the action.

If your tactics are sound, then all the deed destruction and/or "Rat Jumping" going

on will make it hard for opponents to field their own dudes in the first place. If you do wind up facing an outfit that steers clear of the mines and has enough influence to keep the game going, simply Ambush the dude with the highest influence. Any of your dudes can begin this noon action, and then all your adjacent dudes can join in. Sam Horowitz serves double duty in cases like this: he can totally shut down any deed for a turn simply by booting at it, and if you position Gyonshee (and, of course, one other Rat) in Town Square, anyone who calls Sam out is looking at a 4-stud, one-on-one throw-down, thanks to Rooftop Sniper.



Pour Me a Tall One, Charlie

In the finest FRPG tradition, Episodes Four through Six added brilliant new cards to the mix and handed out powerful enhancements to existing outfits. Only time and Charlie Landers will tell what's in store for Episodes Seven through Nine, but you can bet your last chunk of rock: it'll be more fun than a date with Rachel Sumner and Wendy Cheng, and weirder than the County Fair Freak Show. ■

Billy is asked to DM.

Billy has no time.

Billy says "yes" anyway.

Billy is screwed.

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L5R
Strategy

by Edward Bolme

The Unicorn Clan Comes into Their Own

Magic Pony Ride

The raw force of the Lion *and the inscrutable abilities of the Dragon can do nothing to bring back the absent Toturi I. With the Emperor missing and presumed dead by many, it's time to look for new strategies to gain favor in the eyes of the Imperial Court.*



Purple Reign

Stronghold

Provincial Estate of the Unicorn

Fate Deck (30)

Actions

- 1 Block Supply Lines
- 1 Bountiful Harvest
- 1 Entrapping Terrain
- 3 Explosives
- 1 Fires of Retribution
- 2 Geisha Assassin
- 2 Kolat Assassin
- 2 Kolat Master
- 3 Night of a Thousand Fires
- 3 Ninja Kidnapper
- 1 Ninja Thief
- 3 One Koku
- 3 Plans Within Plans
- 3 Refugees

Followers

- 2 Ninja Stalkers

Items

- 1 Night Medallion

Spells

- 3 The Fist of Osano-Wo
- 2 Touch of Death
- 1 Walking the Way
- 1 Wasting Disease

Dynasty Deck (40)

Events

- 1 Doom of the Dark Lord
- 1 Hurricane
- 1 Inheritance
- 1 The Price of War

Holdings

- 1 Black Market
- 3 Corrupt Stables
- 1 Diamond Mine
- 3 Jade Works
- 1 Master Smith
- 3 Ninja Stronghold
- 1 Sanctified Temple
- 2 Small Farm
- 3 Stable

Personalities

- 3 Bayushi Aramoro
- 1 Bayushi Goshiu (experienced)
- 3 Horiuchi Shoan
- 1 Iuchi Katta
- 2 Kolat Servant
- 1 Mamoru
- 3 Ninja Shapeshifter
- 3 Yogo Asami

Regions

- 1 The Doji Plains

Not-So-Stupid Pony Tricks

Let us look northward to the Unicorn estates and see what barbarian tricks the cavalry specialists have up their sleeves. This deck took second place at Origins '98 (it probably would have taken first, but this player drew no holdings for the first four turns of the game), and it's a novel approach to deck design. It's not a "Lion Speed" deck, or a "Dragon Dueling" deck, or a "Crane Turbo Honor" deck. Its creator, Joe Gillming, calls it "Purple Reign."

Purple Reign wins not through force, honor, or enlightenment, but through concession. It forces your opponent down through an ever-worsening economic spiral of doom. Eventually, most opponents will usually concede the game and go grab some munchies before the next round of the tournament. But hey, a win is a win.

Lockdown Ponies

First of all, bring out gold holdings every turn. Gold is essential. Once you have your gold, go after personalities and lock down your opponents' gold. You can use many techniques to place a chokehold on the Rokugan economy. Plans Within Plans works well with both the Kolat Servant and Bayushi Aramoro on your opponent's turn. Night of a Thousand Fires can be played for a 0 gold cost against such freebie holdings as Small Farms and Merchant Caravans. Furthermore, try to bring

out Horiuchi Shoan at reduced cost using one of your One Koku cards. If it can get out on turn one, cast the Fist of Osano-Wo on turn two and start the pyrotechnics.

You can usually lock up opponents by destroying all their holdings and using the Kolat Servant on their Strongholds, then using Bayushi Aramoro and the Ninja Shapeshifter to flush all their dynasty cards.

Purple Pony Personality Points

With respect to bringing out your personalities, remember a few key points: First, you can afford to lose honor since none of your personalities require it. Second, if you choose to go on the offensive, use Iuchi Katta to give your force the cavalry trait and steamroll over your opponents' meager forces. Chances are, if you've been locking down that gold, your army won't have many personalities to face.

Even if your opponent does manage to get Toku or someone similar early in the game, don't fret. That's why you're packing the Kolat Master, Kolat Servant, Geisha Assassin, Ninja Kidnapper, and the Wasting Disease. Any army your opponent fields won't last long against these tides of illness and betrayal.

Pony Paranoia

As an alternative approach, I suggest dropping a few Blackmail cards in the deck, as well as Otaku Tetsuko. You might include three Hiruma

Edward Bolme is a genetically engineered Naga who is writing for The Duelist as part of an intricate plan to take over the world. He's wearing a "man suit."

Dojos as well as three copies each of Stables and Jade Works giving you good odds of getting out a 3-gold holding on the first turn. If you are fortunate enough to draw Blackmail in your opening hand, on your second turn you can take the gold holding your opponent brought into play. If not, odds are you drew Explosives and you can simply blow up a holding instead. A few copies of One Koku, Bountiful Harvest, and Small Farm also help your economically repressive tactics.

Dueling Ponies

I was tempted to discuss next my brutal Naga Swarm deck, a version of which I have been using to great effect. Naga and Scorpion have received plenty of coverage lately, however, and I was warned to “stay away from snakes and scorpions.” Good advice in any situation. Instead I’ll regale you with another experimental Unicorn deck known as “Horse & Headsmen.”

This is a dueling deck, which, combined with the legendary Unicorn mobility, can be an ugly awakening for your opponent. Win by decimating your enemy’s forces and crushing them militarily, or getting the run for honor through duels.

This deck revolves around Shinjo Shirasu and his special ability: bow him to issue a challenge to a dishonored personality that cannot be refused. Get Shinjo out as early as possible and arm him with a Bloodsword. Then play Meditation or Biting Steel and challenge someone dishonored by whispered secrets or gaijin brides. Take a head, and remember to bow the Historian for more honor. Now you have a blood token on your Bloodsword for more force and chi. Through judicious use of Secrets, Meditation, and Biting Steel to help Shirasu pick on the enemy’s weaklings, he can generate a very potent chi (up to 21 the last

time I played this deck), and you can kill one foe per turn for each Shirasu you have in play.

Back-up Ponies

Don’t underestimate Shinjo Tashima. He gets a +2 chi bonus when facing a personality with 0 personal honor, whether in battle or a duel (he can also duel Toku at the drop of a fan). It’s easy to keep your foes awash in dishonor with multiple copies of Marries a Barbarian, Iaijutsu Challenge, and Secrets on the Wind—and dishonored personalities have personal honor of 0.

Announce an attack upon your foe and send cavalry personality Tashima to attack a province defended by a dishonored personality. Slap down an Iaijutsu Duel, and boom!—one less dishonorable cretin. This also helps pump up your Bloodswords. A single Tashima armed with a Bloodsword and a pair of Iaijutsu Duels can kill two enemy personalities and gain +4 force at the same time, turning the tide of battle. And don’t forget, every time you kill a dishonored personality, you drive down your foe’s family honor—not a bad side benefit.

Pony Spice

Now it’s time to add a little spice to “Horse & Headsmen.” Since you have no unique personalities, The Death of Tsuko will pass you over and might snark a key enemy hero. If your enemy has a big tough guy personality, too powerful for you to duel, he’ll make an excellent candidate for Imperial Levying. “Enough Talk!” allows a few more free duels,

and Concealed Weapon is a nifty way to wet a Bloodsword. Finally, Otaku Tetsuko punishes military decks for striking back at the long arm of the law. Ultimately, that’s how this deck works.

Police Ponies

The Unicorn magistrates scour the land for evil and dishonor. If your opponent is just and honorable, you could be in trouble; sadly, you will always find corruption at the core of the enemy’s clan—evil that must be destroyed for the good of all Rokugan! ■

Horse & Headsmen

Stronghold

Provincial Estate of the Unicorn

Fate Deck (30)

Actions

- 1 Bend Like a Reed
- 1 Blood Feud
- 1 Concealed Weapon
- 2 “Enough Talk!”
- 3 Fresh Horses
- 3 Iaijutsu Challenge
- 3 Iaijutsu Duel
- 2 Marries a Barbarian
- 3 Meditation
- 1 A Moment of Truth
- 1 Passing on the Soul
- 1 Poisoned Weapon
- 2 Rallying Cry
- 1 Ring of the Void
- 1 Show Me Your Stance
- 2 Strike with No-Thought
- 2 Strike Without Striking

Items

- 3 Bloodsword
- 1 Star of Laramun
- 1 Tetsubo

Spells

- 2 Biting Steel
- 3 Secrets on the Wind

Dynasty Deck (40)

Holdings

- 2 Corrupted Stables
- 1 Historian
- 3 Jade Works
- 3 Master Smith
- 1 Oracle of Fire
- 3 Stables
- 3 Trading Grounds

Events

- 1 Battle at Isawa Palace
- 1 Death of Tsuko
- 1 Imperial Levying
- 1 Test of Stone

Personalities

- 1 Horiuchi Shoan
- 2 Otaku Baiken
- 3 Otaku Kamoko
- 2 Otaku Tetsuko
- 1 Shinjo Rojin
- 1 Shinjo Sadato
- 3 Shinjo Shirasu
- 3 Shinjo Tashima
- 1 Shinjo Yasoma
- 3 Yogo Oshio

Concealed
Weapon
is a nifty
way to wet a
Bloodsword.

DS9
Strategy

by Christopher
Guilmet

Kicking Cardassians

I am really grooving on the *Star Trek CCG: Deep Space Nine* expansion, and the Cardassians in particular. I've always liked the ambiguous nature of the "Cardies" on the series; you never know if they are truly ruthless or simply doing what is "best for their people." That flavor has been nicely captured by Decipher, with

a mix of honorable and treacherous personnel on purple backgrounds. In fact, those sneaky Cardassians have nearly replaced my favorite affiliation, the Borg. Nearly. I liken them to elegant Klingons. However, the Cardies have some specific advantages over the Kids of Kahless.



The Trickiest Race in the Alpha Quadrant Subverts the Star Trek CCG

The Nor By Nor Test

First of all, there is the Cardassian-only universal Nor station—thanks to the Nor's sites, the Borg aren't the only affiliation that benefits from abusive downloading. Seed Ops and the Commander's Office and you'll have instant access to needed cards. "Research" decks (decks that benefit from filing Mission Report objectives) will want to seed the Science Lab, the Infirmary, and the Security Office as well. This ensures a means of getting Exobiology (arguably the most important skill in the game at the moment), MEDICAL personnel (really important if there's no

Exobiology), and disruptors into play easily. Docking Ports is the most versatile of the many docking sites. Medium-size ships, such as any *Galor*-class vessel, can report there. They can't

repair—that requires Docking Pylons—but ships also can't report to the Pylons. Sites aren't just for card seeding, however; repairs are only a Q's Tent away. But be sure to avoid sites that let opponents report personnel, such as the Guest Quarters.

The Nor is a mining station first, and its true strength lies in that function. The Process Ore objective gives Cardassians better draws than those provided by The Traveler: Transcendence, and Kevin Uxbridge can't shut down the mines. To get those draws by the third turn, seed the Nor at a planet location—in space, no one can process ore. Then seed the Ore Processing Unit along with Ops and the Commander's Office. On turn one, use Ops to download a personnel with the ENGINEER or SECURITY skill to a site and walk him or her to the Ore Processing Unit. Ops downloading requires that the personnel be able to report there (SECURITY to the Security Office, OFFICER to Ops, and so on) and that they *match* the station's affiliation—compatible personnel (which includes all non-aligned) can't do it. No sending Sakonna to do a Cardassian's job. Interestingly, Cardassians have no ENGINEER personnel whatsoever, so downloading directly to Ore Processing is out of the question. On turn two, use Ops (sensing a pattern here?) to download the Process Ore objective to a site where it may be played—the Ore Processing Unit. Turn three: Process Ore!

Process Ore lets you discard one card from your hand at the start of the turn, examine the bottom card of the discard pile—hopefully, it's the one you just pitched—and place it either out of play or on the bottom of the draw deck. Then, draw two cards. Since this is at the start of a turn, it happens before your card play. For added fun, download an OFFICER to Ops and walk that personnel to the Commander's Office. Next turn, make one of your Process Ore draws a download for a Captain's Order.

The beauty of Process Ore is that it doesn't affect the end-of-turn draw, giving a total of three card draws per turn. In fact, it makes Q's Tent even more effective. Instead of drawing one card at the end of the turn, you draw two at the



Christopher Guilmet does a great Cardassian Neck Trick.

beginning of the next turn. However, like strip mining, this process becomes less and less environmentally sound as the game progresses. As your discard pile starts to fill up, discards from your hand are less likely to be recycled under the draw deck. However, late in the game, it is easier to identify and drop cards that are no longer of use.

Crashing to a Halt

There are several risks involved in an ore-processing strategy. One is Computer Crash: Since you need two downloads, this can put a serious crimp in the process. However, you can easily download the next turn. If your opponent also wants to download (via Ops or Assign Mission Specialists, for example), he or she will be less inclined to play the Crash.

Scorched Hand is another danger—but Red Alert is the perfect solution. Since you're already cycling many cards early, Tenting for Red Alert should take very little time. To truly abuse Process Ore, add a draw with The Traveler: Transcendence.

If your opponent tries to commandeer the Nor, forget about ore processing. Protect your station with the Automated Security System (ASS). This card works very well offensively on an opponent's DS9, but it really shines when defending Cardassians. It can be downloaded using Ops and won't target your Cardies. Ore Processing Unit does not allow personnel to move to or from that site while ASS is in play. Put the Ore Processing Unit between the docking sites and Ops, and opponents will have a hard time getting into position to commandeer the Nor. Of course, your downloads will suffer, but with up to four card draws per turn and a Red Alert on the table, who cares?

Another Nor protector is the mighty Establish Tractor Lock. Play this Hidden Agenda to snag a marauding ship before it can dock, then leave it sitting in space, unable to move while the Cardassian Union's ships make an example of those who dare try to take "Generok Nor."

Just Following Orders

Personnel with the new Obsidian Order skill represent the infamous intelligence organization of the Cardassian Union. Only four personnel currently have this skill, so getting it into play requires a little luck or a judicious download. But it's worth doing to fully exploit HQ: Defensive Measures and

Plans of the Obsidian Order. Plans allows free play of Cardassian Espionage events and prevents their nullification. The Cardies now have an advantage when stealing opponent's missions, and the card gets on the table faster. If worse comes to worse, discard the Plans to download the Espionage card that will finish the game. The ability to discard unneeded Espionage cards from your hand or the table is gravy. HQ: Defensive Measures puts the Obsidian Order in a position to help with battle, if that becomes necessary, as well as giving you quick Leadership to tip the scales against Q.

While the Bajorans can also cycle chaff from their hands via the Renewal Scroll event, the Cardassians currently have the advantage. The ability to pull a lot of cards into your hand early in the game makes the Cardies a natural choice for speed decks. So give the most misunderstood race in the Alpha Quadrant a chance and leave the other affiliations eating ore. ■

Processin' Ore at Generok Nor

Doorways

Q's Tent
Space-Time Portal

Missions

Establish Station
Intercept Maquis
Intercept Renegade
Kressari Rendezvous
Orb Negotiations
Search For Survivors

Dilemmas (in Combo Order)

- Edo Probe/Rhetorical Question/DNA Clues/Aphasia Device
- Lethan Telepathic Attack/Vantinka's Neural Pathways/Trauma/Duonetic Field Generator/Dal'Rok
- The Sheliak/Fightin' Words/The Higher...The Fewer/Q
- Skullduggery/Hate Crime/Cardassian Trap
- The Three Vipers/Borg Ship
- Vendetta/Garak Has Some Issues/Unscientific Method

Objectives & Hidden Agendas

Beware of Q
Computer Crash
HQ: Defensive Measures
HQ: Secure Homeworld
Plans of the Obsidian Order

Facilities

Central Command
Nor

Nor Sites

Commander's Office
Docking Ports
Infirmary
Ops
Ore Processing Unit
Security Office

Automated Security System
Baseball
The Devil
Docking Pylons
Establish Tractor Lock
HQ: War Room
Oof!
Palor Toff—Alien Trader
Reclamation
Red Alert
Reflection Therapy
The Traveler: Transcendence
Where No One Has Gone Before

Aamin Marritza
Aldara
Ari
Boheeka
Captain's Log
Cardassian Disruptor (2)
Cardassian Disruptor Rifle (2)
Dakol
Defiant Dedication Plaque
Denar
Derell
Dukat
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Enabran Tain
Entek
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Ghoren
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Jural
Korinas
Medical Kit (2)
Natima Lang
Palor Toff—Alien Trader
Perak
Plain, Simple Garak
Prakesh
Preparation
Process Ore
Q's Tent (6)
Reclamation
Scan (2)
Tekeny Ghemor
Tora Ziyal
Toran

Download Korinas on the first turn and Process Ore on the second, then send Korinas to the Ore Processing Unit. With her SECURITY, ore processing begins on turn three, and Plans of the Obsidian Order can be utilized at any time. The draw deck is thick, but it'll whittle away very quickly. —C.G.

Online
TCG
Review

by Tom Wylie

Sanctorum

Digital Addiction | Weekly Article | Available Online

Sanctorum

Digital Addiction
Lauren, Maryland

Premise

An online TCG makes use of the digital environment as great Houses strategically attempt to smash each other into tiny little bits.

Format

236-card online trading card game for two players, 60-card decks and 15-card boosters available on the Web; play time 45-90 minutes.

Game Design
Jamey Harvey

Art Direction
Lee Moyer

Contact
Digital Addiction

www.digitaladdiction.com

Tom Wylie is an outspoken supporter of hot-pink mana—and hotter pink cocktail dresses.

Perhaps one of the most surprising things about the rise of the trading card game industry is the relatively small number of TCGs designed for online play. In fact, there have really been only two: MicroProse's computer version of the *Magic: The Gathering* TCG—pretty much “more of the same old *Magic*”; and *ChronX*, which always struck me as more of an attempt to be first on the market than anything else. True, paper TCGs have many advantages over the computer variety (they're more portable, you have more control over who you play, you get that holiday feeling every time you open a booster, and so on), but the reverse can also be true.

At the point, the bulkiness of even a folding game board goes against the portable grain of TCGs. Yes, some companies provide “playmats” to help you remember where to put your various piles of cards, but they're rarely necessary for game play. With a computer game, you're going to take up a certain amount of screen space anyway—so why not convert that space into a game board?

Computer TCGs are also able to use game pieces to considerable advantage over their paper ancestors. True, some games use tokens to represent creature tokens, and so on, but players must usually use makeshift markers

lot of atmosphere. Which strikes you as more satisfying—your opponent's computer buzzing angrily as your Giant Wasp animation zips around the screen, or “My arcade token hits you for 1?”

Sanctum Sweet Sanctum

Sanctum is the first game I've seen that attempts to seriously exploit these advantages. The board itself is a simple grid. At opposite corners of the grid are the players' home bases (called “sanctums”—natch). To win, you march the game pieces representing your troops (called recruits) across the grid and

House of Death



House of Body

House of Abomination



(often pennies

or dice) and things can get rather messy. Is that penny there a token or a counter? Which side of that arcade token is heads, again? You spilled dice on the table, now what do we do? In a computer game, none of these problems happen. The pieces are provided, they're easy to keep track of, and if done right, they add a

House of Justice



House of Making



occupy your opponent's sanctum. Along the way you capture various towns, which in turn produce more recruits; in fact, your starting recruits will rarely survive until the end of the game. While players can summon monsters onto the board, which then wander around attacking things, the game boils down to moving game pieces from your starting area of the board to your opponent's.

The board is also set up to

provide a different set of challenges to your recruits each game. Each player has a pair of mirror-image towns randomly placed in his or her territory. Also, every square of the board counts as a certain type of terrain. The default terrain type is plains, but a random number of squares are initially set to random terrain types that have an impact on recruits and monsters.



House of Hope



House of Mind

Forests discourage targeting your opponent's minions, mountains and water block movement, and so on. Spells can create or flatten terrain, and some terrain types can only be created by spells, like Void, which swallows up any group that blunders into it.

Spelled Out

It's not all about boards and pieces. This *is* an online trading card game, after all. You start your turn with five cards in hand and end your turn by drawing back up to five, replacing any spells you played or discarded. Spell effects fall into the usual range for TCGs: they boost your troops, they hose your opponent's troops, they blow stuff up, they provide fast mana, and so on. Some are permanent, some enchant specific things, and some are one-shots. There are no "reactive" spells at all, which is a little surprising, but not unwelcome.

As I mentioned, you need

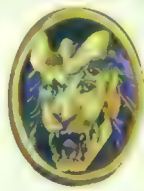
mana in order to cast your spells. There are six colors of mana in all, which have their own names, turning the list into a lucky leprechaun's nightmare: green Nature, blue Body, yellow Clarity, gold Will, red Strife, and hot-pink Order (it's about time hot pink got some recognition, if you ask me). If you train a



House of Despair



House of War



House of Unmaking



House of Nature



House of Life

novice proto-recruit to produce mana or take over a town, you choose which color of mana that novice or town produces, and it will produce one point of that color every turn. Your novices and towns determine how much mana you get each turn; you can't save unspent mana for the next one.

House of Cards

So far the mana engine looks fairly basic and unoriginal. Where it gets interesting—and this is the well from which most of the game's flavor springs—is that the game is built around a twelve-House system. There are twelve Houses of Themes: the House of Making, House of Death, House of Mind, and so on. Each House also has its own race of recruits with one of four special abilities, so Despair's shadows walk through mountains, Justice's gargoyles are tougher than most other races, and so on.

More importantly, each House is associated with two colors, and all its spells there-

fore require one or both of those colors. One color is designated the House primary, and all of its two-color spells will be skewed towards that primary. Power cards are divided between the Houses—not the colors—so the reason why Abomination is good at certain kinds of things and terrible at others is because of

the kinds of spells that were assigned to that House. There's little evidence of poor spell-sorting among colors.

This Old Sanctum

When you build a deck, you choose the House to which it belongs. Since your novices can only produce your House's mana colors, there tends to be a high correlation between deck types and Houses. For example, deck concepts that call for Death generally won't work at all in any other House but Death, and will be pretty inefficient at that. This means your deck strategy is immediately obvious, but this is true of most other TCGs as well. Besides, opponents have no way of knowing whether the first spell they see is borrowed from Houses that share one of your colors, or whether you're taking advantage of towns to splash for another color.

Deck Diggers

Sanctum is one of those TCGs that leans towards large

decks. This is primarily because you draw back up to five cards at the end of every turn (so you're constantly cycling your deck). There are also a lot of cheap, effective, and generally useful spells out there, so if the spells you really want to cast on a given turn don't use up all your mana, you can burn the rest on minor

effects. Some deck concepts (and one or two Houses in particular) want small, finely tuned decks, but size isn't particularly important.

My major knock on Sanctum is that the games take a while to play compared to Magic—an average of 45 minutes. This wouldn't be so bad if most games weren't effectively decided about half to two-thirds of the way through; the rest of the game consists of the "upper-hand" player going through the grind, getting into the opposing sanctum. Upsets do happen, but if you do the math you'll find a lot of games ending with 15 to 20 minutes of tedium. Most casual players, however, won't mind simply conceding and getting on to the next game.

Sanctum is not without its problems, but it's easily the best of the online TCGs. The first expansion, *Time of the Ancients*, is due this fall, so if you can get online, I'd suggest you get the Digital Addiction Website and establish your House right away. ■

Electronic
Game
Preview

by Rick Moscatello

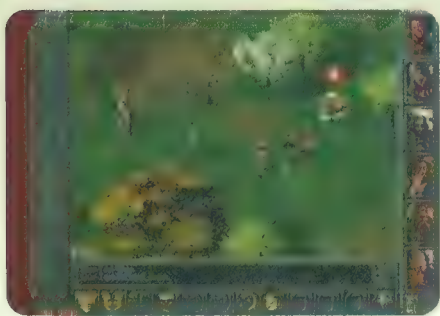
Gate

Baldur's Gate: A Return to Glory?

it Right

Advanced Dungeons & Dragons and computers both have a long and fruitful history in gaming, but recent attempts to combine the classic tabletop rules system with a computer game environment have been few and unpopular. The most recent, Interplay's *AD&D: Descent to Undermountain*, disappointed legions of players with its ghastly graphics and lackluster story.

Not ones to take disaster lightly, the folks at Interplay and Bioware hope to get it right this time with *Baldur's Gate*, an AD&D computer game set in the venerable and well-developed *Forgotten Realms* world. Bioware has made good use of the *Forgotten Realms* license by placing its adventure in and near well-known locations, like Baldur's Gate itself. Players can even expect visits from some of the major heroes in the campaign setting, including Elminster and Drizzt Do'Urden.



The Party encounters a mad pile o' treasure!

"We set out two and a half years ago to make the roleplaying game we always wanted to play, and now we have it," says Ray Muzyka, producer of *Baldur's Gate*. "We're all big fans of AD&D at Bioware, so we made the game faithful to the rules." Not only will players choose from the RPG's four main races (human, elf, dwarf, and halfling), they'll also get to pick one of 26 possible class and multi-class combinations. Interplay even threw in some optional rules, such as weapon specialization. There are a few minor tweaks to the AD&D standard. Rounds last a mere six seconds instead of one minute (this seems much more realistic anyway), but don't worry—magic users still seethe with power (spellcasting speed has been increased by a factor of ten). Weapons tend to break more often, but that's okay—the reason for this is actually part of the story.

What else will set *Baldur's Gate* apart? The perspective of the game is isometric, and a quick look at the beautiful screen shot shows you that it's reminiscent of the oft-mimicked *Diablo* without seeming merely derivative—certainly a step in the right direction. Good looks and a solid rules system do not necessarily add up to a good game, but fortunately, there's more.

Any good roleplaying game

must have a strong story that pulls the gamer into its fantasy world. "We've worked to make the story very immersive, and it will unfold as the game progresses," claims Muzyka. Your character starts out as an orphan in Candle Keep, and your first goal is to learn more about your own heritage. You'll discover your roots through a series of adventures; for example, you'll attempt to prevent a war between Baldur's Gate and a rival city-state. Of course, nobody adventures alone in an AD&D campaign setting. Along the way, you'll meet numerous nonplayer characters (NPCs) who can join you. Dealing with NPC henchmen might well be a game within a game; many of them have built-in attitudes toward each other that range from antagonistic to friendly to...er...romantic.

Bioware has really gone the extra mile, adding a multiplayer option that was responsible for the six-month delay of the release date. With this option, you can play with up to five other gamers over the Internet. The other players can roll up their own characters or take the roles of some of the preset NPCs (of course, they need not use the pregenerated personalities). The person who initiated the game gets to act as a pseudo-DM, picking and choosing what kinds of characters and equipment are allowed in this particular "world," although the story remains the same as that in the single-player game.

A critic at heart, I can't help but nitpick at one possible drawback to the game: the characters are fairly low level and advancement is slow. All the classes max out at 6th level except thieves (who can go to 7th level). "We're pretty stingy DMs; most players won't even get that high," adds Muzyka. When you consider this game will come on five CDs, this means you're only going to advance around one level per CD. While players can offset the low levels a bit by choosing the multiclass option, some might be disappointed that they can't become a full wizard or a paladin lord. Fortunately for the true AD&D lover, Bioware plans to release expansion disks with more stories and more levels.

Despite this minor issue, *Baldur's Gate* promises to take players on a much-needed romp in the AD&D universe. Be sure to pick it up; it shouldn't disappoint (unless it misses the September release date). ■

Rick Moscatello's attitude toward this magazine continues to be friendly and antagonistic, but never romantic. Not since the restraining order went into effect, anyway.

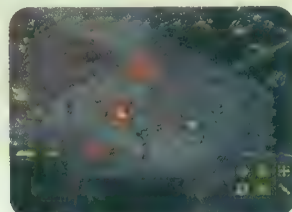
Head to Head

by Rick Moscatello

Introducing a new column to *Inside the Industry*. Each month, our man in the field, Rick Moscatello, will stick two different (but thematically similar) electronic games into a jar to see if they fight, how they fight, and who wins the fight. Maybe, just maybe, we'll all learn a little something, too.



Cavedog's Total Annihilation



Blizzard's StarCraft



Hey kids! Now you can make your very own Rick Moscatello entirely out of crystal and gas!

StarCraft VS Total Annihilation

Graphics: Cute. The clean graphics are nice to look at, but there's nothing that you won't find in the Sunday funnies.

Storyline: Solid. There are three different factions, each with considerable depth; it's easy to get into the side you choose. Great cut scenes add to the story instead of interrupting the game.

Strategy: Crude. You've got the "fast rush," which wins a few games. You've also got the "not-so-fast rush," which will work the rest of the time. What else can you expect when you have only 10 units or so on each side and minimal ways to defend your base?

Game Play: Great. *StarCraft* is on par with *Total Annihilation* in this regard. TA is about a year older, however (that's 200 in PC years). Where are the new ideas, guys?

Realism: Silly. In this high-tech future, all that's required to build anything is crystal and gas (stop laughing). Unfortunately, this defies logic when you shove 50 crystals into a building and out pops a trained, adult human being in combat fatigues. Combat rules are equally illogical: Why doesn't a unit on a cliff receive increased range when firing downhill? How come the map is always "blacked out"? In an era where space travel is commonplace, a quick survey of the landscape shouldn't be too hard to accomplish.

Complexity: Laughable. All the flying units can hover, making air battles about the same as tank battles. The tanks are multipurpose (although they're helpless against air units), making tank battles about the same as infantry battles. And the infantry simply slug it out, since terrain and physics don't matter. The moral: mindless bloodbaths are fun. *StarCraft* delivers simplistic destruction by the bucketful.

AI: Frightening. Only a highly experienced player can beat two computer opponents at once. The computer controls individual units simultaneously, a tough feat for a human.

Online Support: Better. Blizzard's proprietary battle.net makes it easy for you to turn on your computer and play a game whenever you want.

Bottom Line: Nice. *StarCraft* gives you your money's worth in amusement. Still, if you've played *WarCraft II*, there's little here you haven't seen before. Buy it, play it, tire of it.

Graphics: Awesome. Between 3D effects, casualties that stay strewn across the battlefield, and wonderful landscapes, there's no way not to be impressed.

Storyline: Generic. It's one side against the other in a fight to the finish. Yawn.

Strategy: Deep. There's a huge variety of land, sea, and air units, a changing 3D landscape, and terrain that realistically affects your tactics.

Game Play: Great. You can set your units to patrol (gathering resources, repairing, and fighting all by themselves), form "combat squads" of each unit type, and organize assaults, all with a keystroke or two.

Realism: Gritty. In TA, all that's required to build anything is energy and metal. Your commander builds machines on the spot to help in the fight. Everything in the game makes logical sense, except that you can "give" buildings (like *Metalmakers*) to your enemy.

Complexity: Rough. There's so much you can build and do that a beginning player may be overwhelmed. It's easy for beginners to make a basic mistake, such as forgetting to build enough power generators. Fortunately, the *Battle Tactics* add-on makes combat easy to learn and provides many fun scenarios that end within 10 minutes.

AI: Average. This is forgivable, since the more complicated the game, the harder it is for the AI to perform well. A good player can beat three "difficult" computer opponents, but there's still enough variety and complexity to make it challenging.

Online Support: Good. With awesome expansions like *Core Contingency* and *Battle Tactics* along with downloadable add-ons from Cavedog's website, the game stays fresh and alive.

Bottom Line: Phenomenal. *Total Annihilation* is the clear winner and reigns supreme as the best real-time science fiction strategy game on the market. The *Core Contingency* expansion, which features more varied units than in all of *StarCraft*, gave an already strong game a massive dose of steroids. As long as you're not looking for a good storyline, this is the game for any serious player.

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All cards near-mint/mint condition

Here there be *dragons...*

... and spells,
magical items and
monsters, character
kits, weapons
and powers,
and proficiencies ...

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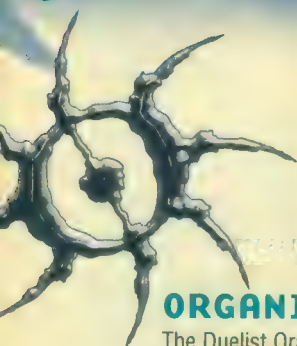
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THE DUELIST ORACLE

THE AUTHORITATIVE SOURCE FOR MAGIC: THE GATHERING CARD TEXT

NOVEMBER 1998

5TH EDITION, TEMPEST, STRONGHOLD, AND EXODUS.



PRESENTING THE DUELIST ORACLE

Oracle is the official, authoritative source of card text and information used by the IJCI and DCI-sanctioned judges. By providing Oracle text for the cards in the Standard environment we hope to provide you with the most current, relevant, and useful information possible.

The Duelist Oracle is different from generic cardlists, so keep in mind that any differences between the way a card is worded on this list and the way it's worded on the card itself is attributable to official errata made by the Magic Rules Team. When in doubt, ask; but the information presented here should be more up-to-date than any published player's guide.

ORGANIZATION

The Duelist Oracle is divided by color and alphabetized within each color. We preserved the summon type of the card because knowing this is important for many cards. The expansion(s) the card has appeared in is listed after each card, and a card type and expansion key is on the bottom of every page. Finally, some cards have italicized text following the card text, which is the associated Oracle ruling for that card.

GLOSSARY

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within *The Duelist Oracle*. Creature abilities covered under the basic rules, such as flying or trample, are not covered here.

Shadow

This creature can block or be blocked by only creatures with shadow.

Buyback ●

You may pay an additional ● when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.

Buyback—ACTION

You may DO ACTION in addition to any other costs when you play this spell. If you do, put SPELL into your hand instead of your graveyard as part of the spell's effect.

ACTION covers any action that is not a simple payment of mana, such as sacrificing a land or choosing and discarding cards.
SPELL is the card with the buyback mechanism.

Landwalk

If defending player controls any LAND-TYPE, this creature is unblockable.

Landhome

If defending player controls no LAND-TYPE, this creature cannot attack. If you control no LAND-TYPE, bury this creature.

LAND-TYPE covers types of lands, such as island for Islandhome, or Snow-Covered Forest for Snow-Covered Forestwalk.



Title Type Cost P/T

ARTIFACTS

Aladdin's Ring Art 8
 8, ♣: Aladdin's Ring deals 4 damage to target creature or player. **5E**

Altar of Dementia Art 2
 Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard. **TE**

Amulet of Kroog Art 2
 2, ♣: Prevent 1 damage to any creature or player. **5E**

Ankh of Mishra Art 2
 Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller. **5E**

Ashnod's Altar Art 3
 Sacrifice a creature: Add two colorless mana to your mana pool. Play this ability as a mana source. **5E**

Ashnod's Transmogrator Art 3
 ♣: Sacrifice Ashnod's Transmogrator: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact creature permanently. **5E**

Barbed Sextant Art 1
 1, ♣: Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Play this ability as a mana source. Draw a card at the beginning of the next turn. **5E**

Barl's Cage Art 4
 3: Target creature does not untap during its controller's next untap phase. **5E**

Battering Ram AC 1/1
 Banding when attacking. If Battering Ram is blocked by any Wall, destroy that Wall at end of combat. **5E**

Booby Trap Art 6
 When Booby Trap comes into play, name a card other than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, sacrifice Booby Trap and it deals 10 damage to that player. **TE**

Bottle Gnomes AC 1/3
 Sacrifice Bottle Gnomes: Gain 3 life. **TE**

Bottle of Suleiman Art 4
 1. Sacrifice Bottle of Suleiman: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman deals 5 damage to you. Otherwise, put a Djinn token into play. Treat this token as a 5/5 artifact creature with flying. **5E**

Bullwhip Art 1
 2, ♣: Bullwhip deals 1 damage to target creature. That creature attacks this turn if able. **ST**

Clay Statue AC 3/1
 2: Regenerate. **5E**

Clockwork Beast AC 0/4
 Clockwork Beast comes into play, put seven +1/+0 counters on it. At the end of any combat in which Clockwork Beast attacked or blocked, remove one of these counters. X, ♣: Put X +1/+0 counters on Clockwork Beast. You may have no more than seven of these counters on Clockwork Beast. Use this ability only during your upkeep. **5E**

Clockwork Steed AC 0/3
 Clockwork Steed cannot be blocked by artifact creatures. When Clockwork Steed comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Steed attacked or blocked, remove one of these counters. X, ♣: Put X +1/+0 counters on Clockwork Steed. You may have no more than four of these counters on Clockwork Steed. Use this ability only during your upkeep. **5E**

Coat of Arms Art 3
 Each creature gets +1/+1 for each other creature in play of the same creature type. (For example, if there are three Goblins in play, each of them gets +2/+2.) **EX**

Coiled Tinvipper AC 2/1
 First strike **TE**

Cold Storage Art 4
 3: Remove target creature you control from the game. Sacrifice Cold Storage: Put into play under its owner's control each creature removed from the game with Cold Storage. **TE**

Colossus of Sardia AC 9/9
 Trample. Colossus of Sardia does not untap during your untap phase. 9: Untap Colossus of Sardia. Use this ability only during your upkeep. **5E**

Coral Helm Art 3
 3: Discard a card at random: Target creature gets +2/+2 until end of turn. **5E**

Crown of the Ages Art 2
 4, ♣: Move target enchantment from one creature to another. The enchantment's new target must be legal. **5E**

Crystal Rod Art 1
 1: Gain 1 life. Use this ability only when a blue spell is successfully cast and only once for each such spell. **5E**

Cursed Scroll Art 1
 3, ♣: Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player. • Cursed Scroll's ability requires you to reveal the card your opponent chooses to all players. **TE**

Dancing Scimitar AC 1/5
 Flying. **5E**

Diabolic Machine AC 4/4
 3: Regenerate **5E**

Flying Carpet Art 4
 2, ♣: Target creature gains flying until end of turn. If that creature is put into any graveyard this turn, bury Flying Carpet. **5E**

Fool's Tome Art 4
 2, ♣: Draw a card. Use this ability only if you have no cards in your hand. **TE**

Fountain of Youth Art 0
 2, ♣: Gain 1 life. **5E**

Gauntlets of Chaos Art 5
 5, Sacrifice Gauntlets of Chaos: Exchange control of target artifact, creature, or land you control for control of target permanent of the same type that an opponent controls. Bury all enchantments played on those permanents. **5E**

Jayemdae Tome Art 4
 4, ♣: Draw a card. **5E**

Jester's Cap Art 4
 2, ♣: Sacrifice Jester's Cap: Look through target player's library and remove any three of those cards from the game. Shuffle that library afterwards. **5E**

Jet Medallion Art 2
 Your black spells cost 1 less to play. **TE**

Jinxed Idol Art 2
 During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently. **TE**

Jinxed Ring Art 3
 Whenever any card is put into your graveyard from play, Jinxed Ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Ring permanently. **ST**

Joven's Tools Art 6
 4, ♣: Target creature cannot be blocked this turn except by Walls. **5E**

Library of Leng Art 1
 Skip your discard phase. Whenever a spell or effect forces you to discard a card, you may instead discard that card to the top of your library. **5E**

Lotus Petal Art 0
 ♣: Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source. **TE**

Magnetic Web Art 3
 Each creature with any magnet counters on it attacks, if able, if any other creatures with magnet counters on them that the attacking player controls attack. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able. 1, ♣: Put a magnet counter on target creature. **TE**

Mana Vault Art 4
 Mana Vault does not untap during your untap phase. At the end of your upkeep, if Mana Vault is tapped, it deals 1 damage to you. 4: Untap Mana Vault at end of upkeep. Use this ability only during your upkeep. ♣: Add three colorless mana to your mana pool. Play this ability as a mana source. **5E**

Manakin AC 1/1
 ♣: Add one colorless mana to your mana pool. Play this ability as a mana source. **TE**

Medicine Bag Art 3
 1, ♣: Choose and discard a card: Regenerate target creature. **EX**

Meekstone Art 4
 Creatures with power 3 or greater do not untap during their controllers' untap phases. **5E**

Memory Crystal Art 3
 All buyback costs are reduced by 2. **EX**

Metallic Sliver AC 1/1
 Metallic Sliver counts as a Sliver. **TE**

Millstone Art 2
 2, ♣: Put the top two cards of target player's library into his or her graveyard. **5E**

Mindless Automaton AC 4/0
 Mindless Automaton comes into play with two +1/+1 counters on it. 1. Choose and discard a card: Put a +1/+1 counter on Mindless Automaton. Remove two +1/+1 counters from Mindless Automaton: Draw a card. **EX**

Mogg Cannon Art 3
 ♣: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature. **TE**

Mox Diamond Art 0
 When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond. ♣: Add one mana of any color to your mana pool. Play this ability as a mana source. **ST**

Nevinyrral's Disk Art 4
 Nevinyrral's Disk comes into play tapped. 1, ♣: Destroy all artifacts, creatures, and enchantments. **5E**

Null Brooch Art 1
 2, ♣: Discard your hand: Counter target noncreature spell. Play this ability as an interrupt. **EX**

Obelisk of Undoing Art 1
 6, ♣: Return target permanent you control and own to your hand. **5E**

Ornithopter AC 0/2
 Flying. **5E**

Patchwork Gnomes AC 2/1
 Choose and discard a card: Regenerate Patchwork Gnomes. **TE**

Pearl Medallion Art 2
 Your white spells cost 1 less to play. **TE**



Duelist Mascot Names

Erdnam Djinn, one of The Duelist's mascots, is an anagram of Herman, Richard Garfield's brother-in-law, who is married to Ith-Biff Ereet, Richard's sister Elizabeth who as a child used to mispronounce her name as "If-Biff."

Dingus Egg Art 4
 Whenever a land is put into any graveyard from play, Dingus Egg deals 2 damage to that land's controller. **5E**

Disrupting Scepter Art 3
 3, ♣: Target player chooses and discards a card. Use this ability only during your turn. **5E**

Dragon Engine AC 1/3
 2: +1/+0 until end of turn. **5E**

Echo Chamber Art 4
 4, ♣: Target opponent chooses target creature he or she controls. Put a token creature into play and treat it as a copy of that creature. The token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sorcery. **TE**

Elkin Bottle Art 3
 3, ♣: Set the top card of your library aside face up. You may play that card as though it were in your hand. At the beginning of your next turn, bury the card if you have not played it. **5E**

Emerald Medallion Art 3
 Your green spells cost 1 less to play. **TE**

Emmess Tome Art 4
 5, ♣: Draw two cards, then choose and discard a card. **TE**

Energizer AC 2/2
 2, ♣: Put a +1/+1 counter on Energizer. **TE**

Ensnaring Bridge Art 3
 Each creature with power greater than the number of cards in your hand cannot attack. **ST**

Erratic Portal Art 4
 1, ♣: Return target creature to owner's hand unless its controller pays 1. **EX**

Essence Bottle Art 2
 3, ♣: Put an elixir counter on Essence Bottle. ♣: Remove all elixir counters from Essence Bottle: Gain 2 life for each elixir counter removed in this way. **TE**

Excavator Art 3
 ♣: Sacrifice a basic land: Target creature gains that landwalk ability until end of turn. **TE**

Feldon's Cane Art 1
 ♣: Remove Feldon's Cane from the game: Shuffle your graveyard into your library. **5E**

Fellwar Stone Art 3
 ♣: Add to your mana pool one mana of any type that an opponent's lands can produce. Play this ability as a mana source. **5E**

Feroz's Ban Art 6
 Summon spells cost an additional 2 to play. **5E**

Flowstone Sculpture AC 4/4
 3, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture. **TE**

Glasses of Urza Art 1
 ♣: Look at target player's hand. **5E**

Grapeshot Catapult AC 2/3
 ♣: Grapeshot Catapult deals 1 damage to target creature with flying. **5E**

Grindstone Art 1
 3, ♣: Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process. **TE**

Heartstone Art 3
 The cost of each creature ability requiring an activation cost is reduced by 1. This cannot reduce an ability's generic mana cost to less than 1. **ST**

Helm of Chatzuk Art 1
 1, ♣: Target creature gains banding until end of turn. **5E**

Helm of Possession Art 1
 You may choose not to untap Helm of Possession during your untap phase. 2, ♣: Sacrifice a creature: Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped. **TE**

Hive, The Art 3
 5, ♣: Put a Wasp token into play. Treat this token as a 1/1 artifact creature with flying. **5E**

Horn of Greed Art 3
 Whenever any player plays a land, that player draws a card. **ST**

Hornet Cannon Art 4
 3, ♣: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token. **ST**

Howling Mine Art 0
 During each player's draw phase, that player draws an additional card. **5E**

Infinite Hourglass Art 4
 During your upkeep, put a time counter on Infinite Hourglass. All creatures get +X/+0, where X is equal to the number of time counters on Infinite Hourglass. Any player may pay 3 during any upkeep to remove a time counter from Infinite Hourglass. **5E**

Iron Star Art 1
 1: Gain 1 life. Use this ability only when a red spell is successfully cast and only once for each such spell. **5E**

Ivory Cup Art 1
 1: Gain 1 life. Use this ability only when a white spell is successfully cast and only once for each such spell. **5E**

Jade Monolith Art 4
 1: Redirect all damage from any creature to yourself. **5E**

Jalum Tome Art 3
 2, ♣: Draw a card, then choose and discard a card. **5E**

Jandor's Saddlebags Art 3
 3, ♣: Untap target creature. **5E**

Title	Type	Cost	P/T	Title	Type	Cost	P/T	Title	Type	Cost	P/T	Title	Type	Cost	P/T																																																																																																																																																																																																																																																																																														
Pentagram of the Ages	Art	4	0	Prevent all damage to you from one source. Treat further damage from that source normally.	5E	Phyrexian Grimoire	Art	4	0	Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.	TE	Phyrexian Hulk	AC	5/4	TE																																																																																																																																																																																																																																																																																														
Phyrexian Splicer	Art	2	0	Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.	TE	Portcullis	Art	1	0	Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into play under its owner's control.	ST	Primal Clay	AC	1	*/*	5E																																																																																																																																																																																																																																																																																													
Puppet Strings	Art	2	0	Tap or untap target creature.	TE	Rod of Ruin	Art	3	0	Rod of Ruin deals 1 damage to target creature or player.	5E	Ruby Medallion	Art	2	0	Your red spells cost 1 less to play.	TE																																																																																																																																																																																																																																																																																												
Sapphire Medallion	Art	2	0	Your blue spells cost 1 less to play.	TE	Scalding Tong	Art	1	0	During your upkeep, if you have three or fewer cards in your hand, Scalding Tong deals 1 damage to target opponent.	TE	Scroll Rack	Art	1	0	Choose any number of cards in your hand and remove them from the game. Put an equal number of cards from the top of your library into your hand. Then put the cards removed from the game with Scroll Rack on top of your library in any order.	TE																																																																																																																																																																																																																																																																																												
Serpent Generator	Art	1	0	Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. If any Poison Snake damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.	5E	Shapeshifter	AC	7/7	Shapeshifter has total power and toughness of 7, divided any way you choose, though neither can be more than 7. When you play Shapeshifter, choose its power and toughness. During your upkeep, choose Shapeshifter's power and toughness.	5E	Shifting Wall	AC	0/0	Shifting Wall counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it.	ST	Skull Catapult	Art	2	0	Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.	5E																																																																																																																																																																																																																																																																																								
Skyshaper	Art	2	0	Sacrifice Skyshaper: All creatures you control gain flying until end of turn.	EX	Soul Net	Art	1	0	Gain 1 life. Use this ability only when a creature is put into any graveyard from play and only once for each such creature.	5E	Spellbook	Art	0	0	Skip your discard phase.	EX	Sphere of Resistance	Art	3	0	All spells cost an additional 1 to play.	EX																																																																																																																																																																																																																																																																																						
Squeeze's Toy	Art	1	0	Prevent 1 damage to any creature.	TE	Static Orb	Art	3	0	Players cannot untap more than two permanents during their untap phase.	TE	Sword of the Chosen	L Art	2	0	Target legend gets +2/+2 until end of turn.	ST	Tawnos's Weaponry	Art	4	0	You may choose not to untap Tawnos's Weaponry during your untap phase. Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.	5E																																																																																																																																																																																																																																																																																						
Telethopter	AC	3/1	0	Tap a creature you control: Telethopter gains flying until end of turn.	TE	Thopter Squadron	AC	0/0	Flying. Thopter Squadron comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Thopter Squadron: Put a Thopter token into play. Treat this token as a 1/1 artifact creature with flying. Play this ability as a sorcery. Sacrifice a Thopter: Put a +1/+1 counter on Thopter Squadron. Play this ability as a sorcery.	EX	Throne of Bone	Art	1	0	Gain 1 life. Use this ability only when a black spell is successfully cast and only once for each such spell.	5E	Thumbscrews	Art	2	0	During your upkeep, if you have five or more cards in hand, Thumbscrews deals 1 damage to target opponent.	TE																																																																																																																																																																																																																																																																																							
Time Bomb	Art	3	0	During your upkeep, put a time counter on Time Bomb. Sacrifice Time Bomb: Time Bomb deals to each creature and player an amount of damage equal to the number of time counters on Time Bomb.	5E	Torture Chamber	Art	3	0	During your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it. Remove all pain counters from Torture Chamber: Torture Chamber deals 1 damage to target creature for each pain counter removed in this way.	TE	Transmogrifying Lcid	AC	2/2	Transmogrifying Lcid counts as a Lcid. Transmogrifying Lcid loses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact" instead of any other type of permanent. Move Transmogrifying Lcid onto target creature. You may pay 1 to end this effect. If a Lcid targets itself with its ability, the effect turns the Lcid into a creature enchantment targeting itself. Because it is no longer a creature, the Lcid is then destroyed because its target is illegal.	EX	Urza's Avenger	AC	4/4	-1/-1 and your choice of banding, flying, first strike, or trample until end of turn.	5E	Urza's Bauble	Art	0	0	Sacrifice Urza's Bauble: Choose a card at random from target player's hand and look at that card. Draw a card at the beginning of the next turn.	5E																																																																																																																																																																																																																																																																																		
Volrath's Laboratory	Art	3	0	When you play Volrath's Laboratory, choose a color and creature type. Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.	ST	Wall of Spears	AC	2/3	First strike. Wall of Spears counts as a Wall.	5E	Watchdog	AC	1/2	Watchdog blocks if able. As long as Watchdog is untapped, all creatures attacking you get -1/-0.	TE	Winter Orb	Art	1	0	Players cannot untap more than one land during their untap phases.	5E	Wooden Sphere	Art	1	0	Gain 1 life. Use this ability only when a green spell is successfully cast and only once for each such spell.	5E																																																																																																																																																																																																																																																																																		
Workhorse	AC	0/0	0/0	Workhorse comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Workhorse: Add one colorless mana to your mana pool. Play this ability as a mana source.	EX	BLACK						Abandon Hope	Sor	1	0	Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.	TE	Abyssal Specter	Su Specter	2	0	2/3 Flying. If Abyssal Specter damages any player, he or she chooses and discards a card.	5E	Animate Dead	Ench	1	0	When you play Animate Dead, choose target creature card in any graveyard. When Animate Dead comes into play, put that creature into play and Animate Dead becomes a creature enchantment that targets the creature. Enchanted creature gets -1/-0. If Animate Dead leaves play, bury the creature.	5E	Ashes to Ashes	Sor	1	0	Remove two target nonartifact creatures from the game. Ashes to Ashes deals 5 damage to you.	5E	Bad Moon	Ench	1	0	All black creatures get +1/+1.	5E	Bellowing Fiend	Su Spirit	4	0	3/3 Flying. Whenever Bellowing Fiend damages any creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you.	TE																																																																																																																																																																																																																																																														
Black Knight	Su Knight	2/2	0	First strike, protection from white.	5E	Blight	EL	0	0	If enchanted land becomes tapped, destroy it at end of turn.	5E	Blood Pet	Su Thrull	1/1	0	Sacrifice Blood Pet: Add 1 to your mana pool. Play this ability as a mana source.	TE	Bog Imp	Su Imp	1/1	0	Flying.	5E	Bog Rats	Su Rats	1/1	0	Bog Rats cannot be blocked by Walls.	5E	Bog Wraith	Su Wraith	3	0	3/3 Swampwalk.	5E	Bottomless Pit	Ench	1	0	During each player's upkeep, that player discards a card at random.	ST	Bounty Hunter	Su Minion	2	0	2/2 Put a bounty counter on target nonblack creature. Destroy target creature with any bounty counters on it.	TE	Breeding Pit	Ench	3	0	During your upkeep, pay 1 or bury Breeding Pit. At the end of your turn, put a Thrull token into play. Treat this token as a 0/1 black creature.	5E	Broken Visage	Inst	4	0	Bury target nonartifact attacking creature and put a Shadow token into play. Treat this token as a black creature with the same power and toughness as that attacking creature. At end of turn, bury the token.	5E	Brush with Death	Sor	2	0	Buyback 2. Target opponent loses 2 life. You gain 2 life.	ST	Cannibalize	Sor	3	0	Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.	ST	Carnophage	Su Zombie	2/2	0	During your upkeep, pay 1 life or tap Carnophage.	EX	Carrier Ants	Su Ants	2	0	1: +1/+1 until end of turn.	5E	Carrionette	Su Skeleton	1	0	1/1 Remove Carrionette and target creature from the game. That creature's controller may pay 2 to counter this ability. Use this ability only if Carrionette is in your graveyard.	TE	Cat Burglar	Su Minion	3	0	2/2 Target player chooses and discards a card. Play this ability as a sorcery.	EX	Cloak of Confusion	EC	1	0	Defending player discards a card at random. Enchanted creature deals no combat damage this turn. Use this ability only if enchanted creature is attacking and unblocked and only once each turn.	5E	Clot Sliver	Su Sliver	1	0	1/1 Each Sliver gains "2: Regenerate this creature." TE	TE	Coercion	Sor	3	0	Look at target opponent's hand and choose one of those cards. That player discards that card.	TE	Coffin Queen	Su Wizard	2	0	1/1 You may choose not to untap Coffin Queen during your untap phase. Choose target creature card in any graveyard and put that creature into play under your control. Remove the creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. Coffin Queen's second ability has two effects. First, it puts a creature card into play; this is a one-time effect. Second, it sets up an ongoing effect that tracks what happens to the Coffin Queen. If a creature put into play by Coffin Queen phases out, the ongoing effect that links the creature to the Coffin Queen's status will end. After it phases back in, it'll be unaffected by the Coffin Queen's status. Remember that the creature doesn't actually depend on Coffin Queen to stay in play. Once the one-time effect mentioned above resolves, the creature is simply in play, just like any other creature. This means that it'll phase in and out normally, just as if it were a creature brought back into play by, say, Strands of Night.	TE	Commander Greven i-Vec	Su Legend	3	0	7/5 When Commander Greven i-Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures.	TE	Corpse Dance	Inst	2	0	Buyback 2. Take the top creature card in your graveyard and put that creature into play. The creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.	TE	Corrupting Lcid	Su Lcid	2	0	2/2 Corrupting Lcid loses this ability and becomes a creature enchantment that reads	TE	"Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Lcid onto target creature. You may pay 1 to end this effect. See Transmogrifying Lcid for related rulings.	ST	Crovax the Cursed	Su Legend	2	0	0/0 Crovax the Cursed counts as a Vampire. Crovax comes into play with four +1/+1 counters on it. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. Crovax gains flying until end of turn.	ST	Culling the Weak	MS	0	0	Sacrifice a creature: Add 1 to your mana pool.	EX	Cursed Flesh	EC	0	0	Enchanted creature gets -1/-1 and cannot be blocked except by artifact creatures and black creatures.	EX	Cursed Land	EL	2	0	During the upkeep of enchanted land's controller, Cursed Land deals 1 damage to him or her.	5E	Dark Banishing	Inst	2	0	Destroy target nonblack creature. That creature cannot be regenerated this turn.	TE	Dark Ritual	MS	0	0	Add 1 to your mana pool.	TE, 5E	Darkling Stalker	Su Spirit	3	0	1/1 Regenerate Darkling Stalker. Darkling Stalker gets +1/+1 until end of turn.	TE	Dauthi Cutthroat	Su Minion	1	0	1/1 Shadow. Destroy target creature with shadow.	EX	Dauthi Embrace	Ench	2	0	Target creature gains shadow until end of turn. (This creature can block or be blocked by only creatures with shadow.)	TE	Dauthi Ghoul	Su Zombie	1	0	1/1 Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul.	TE	Dauthi Horror	Su Beast	1	0	2/1 Shadow. Dauthi Horror cannot be blocked by white creatures.	TE	Dauthi Jackal	Su Hound	2	0	2/1 Shadow. Sacrifice Dauthi Jackal: Destroy target blocking creature.	EX	Dauthi Marauder	Su Minion	2	0	3/1 Shadow.	TE	Dauthi Mercenary	Su Knight	2	0	2/1 Shadow. Dauthi Mercenary gets +1/+0 until end of turn.	TE	Dauthi Mindripper	Su Minion	3	0	2/1 Shadow. Sacrifice Dauthi Mindripper: Defending player chooses and discards three cards. Use this ability only if Dauthi Mindripper is attacking and unblocked.	TE	Dauthi Slayer	Su Soldier	0	0	2/2 Shadow. Each turn, Dauthi Slayer attacks if able.	TE	Dauthi Trapper	Su Minion	2	0	1/1 Target creature gains shadow until end of turn.	ST	Dauthi Warlord	Su Soldier	1	0	*1/1 Shadow. Dauthi Warlord has power equal to the number of creatures with shadow in play.	EX	Death Pits of Rath	Ench	3	0	Whenever any creature is dealt death damage, destroy it. That creature cannot be regenerated this turn.	TE	Death Stroke	Sor	0	0	Destroy target tapped creature.	ST	Death's Duet	Sor	2	0	Return two target creature cards from your graveyard to your hand.	EX	Deathgrip	Ench	0	0	Counter target green spell. Play this ability as an interrupt.	5E	Derelor	Su Thrull	3	0	4/4 Your black spells cost an additional 1 to play.	5E	Diabolic Edict	Inst	1	0	Target player sacrifices a creature.	TE	Disturbed Burial	Sor	1	0	Buyback 3. Return target creature card from your graveyard to your hand.	TE	Drain Life	Sor	1	0	x: Drain Life deals X damage to target creature or player. Spend only black mana in this way. Gain 1 life for each 1 damage dealt, but not more than the toughness of the creature or the life total of the player Drain Life damages.	5E	Dread of Night	Ench	0	0	All white creatures get -1/-1.	TE

Title	Type	Cost	P/T
Dregs of Sorrow	Sor	4	4
Destroy X target nonblack creatures. Draw X cards.	TE		
Drudge Skeletons	Su Skeletons	1	1/1
☉: Regenerate.	5E		
Dungeon Shade	Su Spirit	3	1/1
Flying. ☉: Dungeon Shade gets +1/+1 until end of turn.	ST		
Endless Scream	EC	2	2
Enchanted creature gets +X/+0.	TE		
Enfeeblement	EC	2	2
Enchanted creature gets -2/-2.	TE		
Entropic Specter	Su Spirit	3	3
Flying. Entropic Specter has power and toughness each equal to the number of cards in target opponent's hand. If Entropic Specter damages any player, that player chooses and discards a card.	EX		
Erg Raiders	Su Raiders	1	2/3
At the end of your turn, Erg Raiders deals 2 damage to you if it did not attack this turn. Ignore this effect if Erg Raiders has summoning sickness.	5E		
Evil Eye of Orms-by-Gore	Su Evil Eye	4	3/6
Eye of Orms-by-Gore cannot be blocked except by Walls. Except for Evil Eyes, creatures you control cannot attack.	5E		
Evil Presence	EL	1	1
Enchanted land is a swamp.	5E		
Evincar's Justice	Sor	2	2
Buyback 3. Evincar's Justice deals 2 damage to each creature and player.	TE		
Extinction	Sor	1	1
Destroy all creatures of any creature type of your choice.	TE		
Fallen Angel	Su Angel	3	3/3
Flying. Sacrifice a creature: +2/+1 until end of turn.	5E		
Fear	EC	2	2
Enchanted creature cannot be blocked except by artifact creatures and black creatures.	5E		
Fevered Convulsions	Ench	2	2
2 ☉: Put a -1/-1 counter on target creature.	TE		
Foul Imp	Su Imp	2	2/2
Flying. When Foul Imp comes into play, lose 2 life.	ST		
Frozen Shade	Su Shade	2	0/1
☉: +1/+1 until end of turn	5E		
Fugue	Sor	3	3
Target player chooses and discards three cards.	EX		
Funeral March	EC	1	1
If enchanted creature leaves play, its controller sacrifices a creature.	5E		
Gloom	Ench	2	2
White spells cost an additional 3 to play. Activated abilities of white enchantments cost an additional 3 to play.	5E		
Grave Pact	Ench	1	1
Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.	ST		
Gravedigger	Su Zombie	3	2/2
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.	TE		
Greater Werewolf	Su Lycanthrope	4	2/4
At end of combat, put a -0/-2 counter on each creature blocking or blocked by Greater Werewolf.	5E		
Grollub	Su Beast	2	3/3
For each 1 damage dealt to Grollub, each opponent gains 1 life.	EX		
Hatred	Inst	3	3
Pay X life: Target creature gets +X/+0 until end of turn.	EX		
Hecatomb	Ench	1	1
When Hecatomb comes into play, sacrifice four creatures or bury Hecatomb. Tap a swamp you control: Hecatomb deals 1 damage to target creature or player.	5E		
Howl from Beyond	Inst	2	2
Target creature gets +X/+0 until end of turn.	5E		
Imps' Taunt	Inst	1	1
Buyback 3. Target creature attacks this turn if able.	TE		
Initiates of the Ebon Hand	Su Clerics	1	1/1
1: Add ☉ to your mana pool. If 4 or more is spent in this way during one turn, bury Initiates of the Ebon Hand at end of turn. Play this ability as a mana source.	5E		
Keeper of the Dead	Su Wizard	2	1/2
☉: Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours.	EX		
Kezzerdrix	Su Beast	2	4/4
First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you.	TE		

Title	Type	Cost	P/T
Kjeldoran Dead	Su Dead	3	3/1
When a Kjeldoran Dead comes into play, sacrifice a creature. ☉: Regenerate	5E		
Knight of Dusk	Su Knight	1	2/2
☉: Destroy target creature blocking Knight of Dusk.	TE		
Knight of Stromgald	Su Knight	2	2/1
Protection from white. ☉: First strike until end of turn. ☉: +1/+0 until end of turn.	5E		
Krovikan Fetish	EC	2	2
Draw a card at the beginning of the turn after Krovikan Fetish comes into play. Enchanted creature gets +1/+1.	5E		
Lab Rats	Sor	1	1
Buyback 4. Put a Rat token into play. Treat this token as a 1/1 black creature.	ST		
Leeching Lcid	Su Lcid	1	1/1
☉: Leeching Lcid loses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Lcid deals 1 damage to that player" instead of any other type of permanent. Move Leeching Lcid onto target creature. You may pay ☉ to end this effect. • See <i>Transmogrifying Lcid</i> for related rulings.	TE		
Leshrac's Rite	EC	1	1
Enchanted creature gains swampwalk.	5E		
Living Death	Sor	3	3
Remove from the game all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, take each creature card removed from the game with Living Death and put it into play under its owner's control.	TE		



Lord of the Pit	Su Demon	4	7/7
Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit. If you cannot, Lord of the Pit deals 7 damage to you.	5E		
Lost Soul	Su Lost Soul	1	2/1
Swampwalk	5E		
Maddening Imp	Su Imp	2	1/1
Flying. ☉: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.	TE		
Marsh Lurker	Su Beast	3	3/2
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures.	TE		
Megrim	Ench	2	2
Whenever any opponent discards a card, Megrim deals 2 damage to him or her.	ST		
Mind Maggots	Su Insects	2	2/2
When Mind Maggots comes into play, choose and discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Mind Maggots.	EX		
Mind Peel	Sor	1	1
Buyback 2. Target player chooses and discards a card.	ST		
Mind Ravel	Sor	2	2
Target player chooses and discards a card. Draw a card at the beginning of the next turn.	5E		

Title	Type	Cost	P/T
Mind Warp	Sor	3	3
Look at target player's hand. He or she discards X cards of your choice.	5E		
Mindstab Thrull	Su Thrull	1	2/2
Sacrifice Mindstab Thrull: Defending player chooses and discards three cards. Use this ability only if Mindstab Thrull is attacking and unblocked.	5E		
Mindwarper	Su Spirit	2	0/0
Mindwarper comes into play with three +1/+1 counters on it. 2 ☉: Remove a +1/+1 counter from Mindwarper: Target player chooses and discards a card. Play this ability as a sorcery.	ST		
Mindwhip Sliver	Su Sliver	2	2/2
Each Sliver gains "2. Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery."	TE		
Minion of the Wastes	Su Minion	3	3
Trample. When you play Minion of the Wastes, pay any amount of life. Minion of the Wastes has power and toughness each equal to that amount.	TE		
Mole Worms	Su Worms	2	1/1
You may choose not to untap Mole Worms during your untap phase. ☉: Tap target land. As long as Mole Worms remains tapped, that land does not untap during its controller's untap phase.	5E		
Morgue Thrull	Su Thrull	2	2/2
Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard.	ST		
Mortuary	Ench	3	3
Whenever any creature is put into your graveyard from play, put that creature on top of your library.	ST		
Murk Dwellers	Su Murk Dwellers	3	2/2
If Murk Dwellers attacks and is not blocked, it gets +2/+0 until end of turn.	5E		
Nausea	Sor	1	1
All creatures get -1/-1 until end of turn.	EX		
Necrite	Su Thrull	1	2/2
Sacrifice Necrite: Bury target creature defending player controls. Use this ability only if Necrite is attacking and unblocked.	5E		
Necrologia	Inst	3	3
Play Necrologia only during your discard phase. Pay X life: Draw X cards.	EX		
Necropotence	Ench	3	3
Skip your draw phase. Whenever you discard a card, remove that card from the game. Pay 1 life: Set aside the top card of your library. Put that card into your hand at the beginning of your discard phase.	5E		
Nether Shadow	Su Shadow	2	1/1
Nether Shadow is unaffected by summoning sickness. At the end of your upkeep, if Nether Shadow is in your graveyard with at least three creature cards above it, you may put Nether Shadow into play.	5E		
Nightmare	Su Nightmare	5	7/7
Flying. Nightmare has power and toughness each equal to the number of swamps you control.	5E		
Oath of Ghouls	Ench	1	1
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature card from his or her graveyard to his or her hand.	EX		
Paralyze	EC	1	1
When Paralyze comes into play, tap enchanted creature. Enchanted creature does not untap during its controller's untap phase. That player may pay an additional 4 during his or her upkeep to untap it.	5E		
Perish	Sor	3	3
Destroy all green creatures. Those creatures cannot be regenerated this turn.	TE		
Pestilence	Ench	2	2
At the end of any turn, if there are no creatures in play, bury Pestilence. ☉: Pestilence deals 1 damage to each creature and player.	5E		
Pit Imp	Su Imp	1	0/1
Flying. ☉: Pit Imp gets +1/+0 until end of turn. You cannot spend more than ☉ in this way each turn.	TE		
Pit Scorpion	Su Scorpion	2	1/1
If Pit Scorpion damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.	5E		
Pit Spawn	Su Beast	4	6/4
First strike. During your upkeep, pay ☉ or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove that creature from the game.	EX		
Plague Rats	Su Rats	2	2
Plague Rats has power and toughness each equal to the number of Plague Rats in play.	5E		
Plaguebearer	Su Zombie	1	1/1
☉: Destroy target nonblack creature with total casting cost equal to X.	EX		

Title	Type	Cost	P/T
Pox	Sor	3	3
Each player loses 1/3 of his or her life; then chooses and discards 1/3 of his or her hand; then sacrifices 1/3 of the creatures he or she controls; and then sacrifices 1/3 of the lands he or she controls. Round each loss up.	5E		
Rabid Rats	Su Rats	1	1/1
☉: Target blocking creature gets -1/-1 until end of turn.	ST		
Rag Man	Su Rag Man	2	2/1
☉: ☉: Look at target opponent's hand. That player discards a creature card at random. Use this ability only during your turn.	5E		
Rain of Tears	Sor	1	1
Destroy target land.	TE		
Raise Dead	Sor	1	1
Return target creature card in your graveyard to your hand.	5E		
Rats of Rath	Su Rats	1	2/1
☉: Destroy target artifact, creature, or land you control.	TE		
Reanimate	Sor	1	1
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.	TE		
Reckless Spite	Inst	1	1
Destroy two target nonblack creatures. Lose 5 life.	TE		
Recurring Nightmare	Ench	3	3
Sacrifice a creature, Return Recurring Nightmare to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery.	EX		
Revenant	Su Spirit	4	7/7
Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard.	ST		
Sadistic Glee	EC	1	1
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.	TE		
Sarcomancy	Ench	1	1
When Sarcomancy comes into play, put a Zombie token into play. Treat this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.	TE		
Scare Tactics	Inst	3	3
All creatures you control get +1/+0 until end of turn.	EX		
Scathe Zombies	Su Zombies	2	2/2
	5E		
Screeching Harpy	Su Beast	2	2/2
Flying. 1 ☉: Regenerate Screeching Harpy.	TE		
Sengir Autocrat	Su Autocrat	3	2/2
When Sengir Autocrat comes into play, put three Serf tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all Serf tokens.	5E		
Serpent Warrior	Su Soldier	2	3/3
When Serpent Warrior comes into play, lose 3 life.	ST		
Servant of Volrath	Su Minion	2	3/3
If Servant of Volrath leaves play, sacrifice a creature.	TE		
Skeleton Scavengers	Su Skeletons	2	0/0
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay 1 for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers and put a +1/+1 counter on it.	ST		
Skyshroud Vampire	Su Vampire	3	3/3
Flying. Choose and discard a creature card: Skyshroud Vampire gets +2/+2 until end of turn.	TE		
Slaughter	Inst	2	2
Buyback-Pay 4 life. Destroy target nonblack creature. That creature cannot be regenerated this turn.	EX		
Sorceress Queen	Su Sorceress	1	1/1
☉: Target creature other than Sorceress Queen is 0/2 until end of turn.	5E		
Souldrinker	Su Spirit	2	2/2
Pay 3 life: Put a +1/+1 counter on Souldrinker.	TE		
Spike Cannibal	Su Spike	1	0/0
Spike Cannibal comes into play with one +1/+1 counter on it. When Spike Cannibal comes into play, move all +1/+1 counters from all creatures onto Spike Cannibal.	EX		
Spinal Graft	EC	1	1
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy that creature. The creature cannot be regenerated this turn.	TE		
Stronghold Assassin	Su Assassin	1	2/1
☉: Sacrifice a creature: Destroy target nonblack creature.	ST		
Stronghold Taskmaster	Su Minion	2	4/3
All other black creatures get -1/-1.	ST		

Title	Type	Cost	P/T
Stromgald Cabal	Su Knights	1	2/2
☙ Pay 1 life: Counter target white spell. Play this ability as an interrupt.			
Terror	Inst	1	5E
Bury target nonartifact, nonblack creature.			
Thrull Retainer	EC	1	5E
Enchanted creature gets +1/+1. Sacrifice Thrull Retainer: Regenerate enchanted creature.			
Thrull Surgeon	Su Thrull	1	1/1
1: Sacrifice Thrull Surgeon: Look at target player's hand and choose one of those cards. That player discards that card. Play this ability as a sorcery.			
Torment	EC	1	5E
Enchanted creature gets -3/-0.			
Torture	EC	1	5E
1: Put a -1/-1 counter on enchanted creature.			
Tortured Existence	Ench	1	5E
☙ Choose and discard a creature card: Return target creature card from your graveyard to your hand.			
Touch of Death	Sor	2	5E
Touch of Death deals 1 damage to target player and you gain 1 life. Draw a card at the beginning of the next turn.			
Unholy Strength	EC	1	5E
Enchanted creature gets +2/+1.			
Vampire Bats	Su Bats	1	0/1
Flying. ☙: +1/+0 until end of turn. You cannot spend more than ☙ in this way each turn.			
Vampire Hounds	Su Hounds	2	2/2
Choose and discard a creature card: Vampire Hounds gets +2/+2 until end of turn.			
Volrath's Dungeon	Ench	2	5E
Any player may pay 5 life during his or her turn to destroy Volrath's Dungeon. Choose and discard a card: Target player chooses a card in his or her hand and puts that card on top of his or her library. Play this ability as a sorcery.			
Wall of Bone	Su Wall	2	1/4
☙: Regenerate			
Wall of Souls	Su Wall	1	0/4
Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent.			
Warp Artifact	EArt	1	5E
During the upkeep of enchanted artifact's controller, Warp Artifact deals 1 damage to him or her.			
Weakness	EC	1	5E
Enchanted creature gets -2/-1.			
Wretched, The	Su Wretched	3	2/5
At the end of combat, gain control of all creatures blocking The Wretched as long as you control The Wretched.			
Xenic Poltergeist	Su Poltergeist	1	1/1
☙: Until your next upkeep, target noncreature artifact is an artifact creature with power and toughness each equal to its total casting cost. (That artifact retains all of its original abilities.)			
Zombie Master	Su Lord	1	2/3
All Zombies gain ☙: Regenerate" and swampwalk.			

BLUE

Æther Storm	Ench	3	5E
Summon spells cannot be played. Any player may pay 4 life to bury Æther Storm.			
Air Elemental	Su Elmntl	3	4/4
Flying			
Anti-Magic Aura	EC	2	5E
Enchanted creature cannot be the target of enchantments, instants, or sorceries. This effect does not bury Anti-Magic Aura. (Other enchantments on that creature are buried because their target is now illegal.)			
Azure Drake	Su Drake	3	2/4
Flying			
Benthic Behemoth	Su Serpent	5	7/6
Islandwalk			
Binding Grasp	EC	3	5E
During your upkeep, pay 1 or bury Binding Grasp. Gain control of enchanted creature. That creature gets +0/+1.			
Boomerang	Inst	4	5E
Return target permanent to owner's hand.			
Brainstorm	Inst	4	5E
Draw three cards. Then, put any two cards from your hand on top of your library in any order.			
Capsize	Inst	1	5E
Buyback 3. Return target permanent to owner's hand.			

Title	Type	Cost	P/T
Chill	Ench	1	5E
Red spells cast an additional 2 to play.			
Cloud Spirit	Su Spirit	2	3/1
Flying. Cloud Spirit can block only creatures with flying.			
Contempt	EC	1	5E
If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat.			
Counterspell	Intr	4	5E
Counter target spell.			
Cunning	EC	1	5E
Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice Cunning at end of turn.			
Curiosity	EC	1	5E
If enchanted creature damages an opponent, you may draw a card.			
Dance of Many	Ench	4	5E
During your upkeep, pay 4 or bury Dance of Many. When you play Dance of Many, choose target summon card. When Dance of Many comes into play, put a token creature into play and treat it as an exact copy of that summon card. If either Dance of Many or the token creature leaves play, bury the other.			
Dandān	Su Dandān	4	4/1
Islandhome			
Dark Maze	Su Wall	4	4/5
☙: Dark Maze can attack this turn as though it were not a Wall. At end of turn, remove Dark Maze from the game.			
Deflection	Intr	3	5E
Target spell with a single target now targets a new legal target of your choice.			
Dismiss	Intr	2	5E
Counter target spell. Draw a card.			
Dominating Lcid	Su Lcid	1	1/1
1: ☙: Dominating Lcid loses this ability and becomes a creature enchantment that reads "Gain control of enchanted creature" instead of any other type of permanent. Move Dominating Lcid onto target creature. You may pay ☙ to end this effect. • See Transmogrifying Lcid for related rulings.			
Drain Power	Sor	4	5E
Target player draws all mana from all lands he or she controls. Put all mana from that player's mana pool into yours.			
Dream Cache	Sor	2	5E
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.			
Dream Halls	Ench	3	5E
Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has x in its casting cost, x is 0.			
Dream Prowler	Su Illusion	2	1/5
Dream Prowler is unblockable as long as no other creatures are attacking.			
Duplicity	Ench	3	5E
When Duplicity comes into play, remove the top five cards of your library from the game, face down. During your upkeep, you may exchange all the cards in your hand for all the cards removed from the game with Duplicity. At the end of your turn, choose and discard a card. If you lose control of Duplicity, put into owner's graveyard all cards removed from the game with Duplicity.			
Energy Flux	Ench	2	5E
All artifacts gain "During your upkeep, pay 2 or bury this artifact."			
Enervate	Inst	3	5E
Tap target artifact, creature, or land. Draw a card at the beginning of the next turn.			
Ephemeron	Su Illusion	4	4/4
Flying. Choose and discard a card: Return Ephemeron to owner's hand.			
Equilibrium	Ench	1	5E
Whenever you successfully cast a creature spell, you may pay 1 to return target creature to owner's hand.			
Ertai, Wizard Adept	Su Legend	2	1/1
Ertai, Wizard Adept counts as a Wizard. 2: ☙: Counter target spell. Play this ability as an interrupt.			
Ertai's Meddling	Intr	x	5E
When target spell is successfully cast, put X delay counters on it. X cannot be 0. That spell does not resolve at the normal time. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves. • If a spell is targeted by more than one Ertai's Meddling, the spell will still only resolve once.			

Title	Type	Cost	P/T
The other Meddlings will attempt to have the spell resolve, but their effects will be ignored, because a spell can resolve only once each time it's successfully cast.			
Escaped Shapeshifter	Su Shpshfr	3	3/4
As long as your opponent controls any creatures with flying, Escaped Shapeshifter gains flying. The same is true for first strike, trample, and protection from any color. • When Escaped Shapeshifters check to see which abilities they copy, they evaluate everything that's in play, ignoring the presence of other Escaped Shape-shifters. They then gain abilities based on whether opposing creatures have them. Escaped Shape-shifters don't give each other abilities, much like Reflecting Pools don't enable each other to produce mana. Effects such as Radjan Spirit's can remove an Escaped Shapeshifter's copied abilities just as if the Shapeshifter had those abilities naturally.			
Evacuation	Inst	3	5E
Return all creatures to owners' hands.			
Fade Away	Sor	2	5E
For each creature, that creature's controller pays 1 or sacrifices a permanent.			

How Squee Got His Name



"I didn't like the original flavor text. The flavor text team said they would change it if I could come up with something in the ten minutes before the meeting ended. I wrote the existing poem in that time and everyone liked it enough that they agreed to use it. Squee got his name simply because it rhymed with tree." —Mark Rosewater

Feedback	EEnch	2	5E
During the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to him or her.			
Fighting Drake	Su Drake	2	2/4
Flying			
Flight	EC	1	5E
Enchanted creature gains flying.			
Flood	Ench	4	5E
☙: Tap target creature without flying.			
Forbid	Intr	1	5E
Buyback—Choose and discard two cards. Counter target spell.			
Force Spike	Intr	1	5E
Counter target spell unless its caster pays an additional 1.			
Forget	Sor	2	5E
Target player chooses and discards two cards, then draws as many cards as he or she discarded in this way.			
Fylamarid	Su Beast	1	1/3
Flying. Fylamarid cannot be blocked by blue creatures. ☙: Target creature is blue until end of turn.			
Gaseous Form	EC	2	5E
Enchanted creature neither deals nor receives combat damage.			
Giant Crab	Su Crab	4	3/3
☙: Until end of turn, Giant Crab cannot be the target of spells or abilities.			

Glacial Wall	Su Wall	2	0/7
5E			
Gliding Lcid	Su Lcid	2	2/2
☙: Gliding Lcid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Lcid onto target creature. You may pay ☙ to end this effect. • See Transmogrifying Lcid for related rulings.			
Hammerhead Shark	Su Fish	1	2/3
Hammerhead Shark cannot attack unless defending player controls any islands.			
Hesitation	Ench	1	5E
If any spell is played, counter that spell and sacrifice Hesitation.			
Homarid Warrior	Su Homarid	4	3/3
☙: Homarid Warrior cannot be the target of spells or effects until end of turn and does not untap during your next untap phase. Tap Homarid Warrior.			
Horned Turtle	Su Turtle	2	1/4
5E			
Hurkyl's Recall	Inst	1	5E
Return to target player's hand all artifacts in play he or she owns.			
Hydroblast	Intr	2	5E
Counter target spell if it is red, or destroy target permanent if it is red. (If this spell targets a permanent, play it as an instant.)			
Insight	Ench	2	5E
Whenever target opponent successfully casts a green spell, draw a card.			
Interdict	Intr	1	5E
Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.			
Intruder Alarm	Ench	2	5E
Creatures do not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures.			
Intuition	Inst	2	5E
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.			
Juxtapose	Sor	3	5E
Exchange with target player control of the creature with the highest total casting cost that you each control. If two or more creatures are tied for highest total casting cost creature a player controls, he or she chooses between them. Exchange control of artifacts in the same way.			
Keeper of the Mind	Su Wizard	1	1/2
☙: Draw a card. Play this ability only if target opponent has at least two more cards in hand than you.			
Killer Whale	Su Whale	3	3/5
☙: Killer Whale gains flying until end of turn.			
Krovikan Sorcerer	Su Wizard	2	1/1
☙: Choose and discard a nonblack card: Draw a card. ☙: Choose and discard a black card: Draw two cards, then choose and discard one of them.			
Labyrinth Minotaur	Su Minotaur	3	1/4
If Labyrinth Minotaur blocks any creature, that creature does not untap during its controller's next untap phase.			
Leap	Inst	1	5E
Target creature gains flying until end of turn. Draw a card.			
Legacy's Allure	Ench	4	5E
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.			
Legerdemain	Sor	2	5E
Permanently exchange control of target artifact or creature for control of target permanent of the same type.			
Leviathan	Su Leviathan	5	10/10
Trample. Leviathan comes into play tapped and does not untap during your untap phase. Leviathan cannot attack this turn unless you sacrifice two islands. Sacrifice two islands: Untap Leviathan. Use this ability only during your upkeep.			
Lifetap	Ench	1	5E
Whenever any forest target opponent controls becomes tapped, gain 1 life.			
Lord of Atlantis	Su Lord	1	2/2
All Merfolk get +1/+1 and gain islandwalk.			

Title	Type	Cost	P/T
Magical Hack	Intr	●	
Change the text of target permanent or spell by replacing all instances of one basic land type with another. (For example, you may change "swamp-walk" to "plainswalk." If this spell targets a permanent, play it as an instant.)			
			5E
Magus of the Unseen	Su Wizard	1●	1/1
●: Untap target artifact an opponent controls and gain control of it until end of turn. That artifact is unaffected by summoning sickness this turn. Tap artifact if you lose control of it at end of this turn.			
			5E
Mana Breach	Ench	2●	
Whenever any player plays a spell, that player returns a land he or she controls to owner's hand.			
			EX
Mana Leak	Intr	1●	
Counter target spell unless its caster pays an additional 3.			
			ST
Mana Severance	Sor	1●	
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.			
			TE
Manta Riders	Su Merfolk	●	1/1
●: Manta Riders gains flying until end of turn.			
			TE
Mask of the Mimic	Inst	●	
Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.			
			ST
Mawcor	Su Beast	3●	3/3
Flying. ●: Mawcor deals 1 damage to target creature or player.			
			TE
Meditate	Inst	3●	
Skip your next turn: Draw four cards.			
			TE
Memory Lapse	Intr	1●	
Counter target spell. Put that spell on top of owner's library.			
			5E
Merfolk Looter	Su Merfolk	1●	1/1
→: Draw a card, then choose and discard a card.			
			EX
Merfolk of the Pearl Trident	Su Merfolk	●	1/1
			EX
Mind Bomb	Sor	●	
Mind Bomb deals 3 damage to each player. Each player may choose and discard up to three cards to prevent that amount of damage to him or her from Mind Bomb.			
			5E
Mind Games	Inst	●	
Buyback 2●. Tap target artifact, creature, or land.			
			ST
Mind Over Matter	Ench	2●	●●●●
Choose and discard a card: Tap or untap target artifact, creature, or land.			
			EX
Mirozel	Su Illusion	3●	2/3
Flying. If Mirozel is the target of any spell or ability, return Mirozel to owner's hand.			
			EX
Mnemonic Sliver	Su Sliver	2●	2/2
Each Sliver gains "2, Sacrifice this creature: Draw a card."			
			TE
Oath of Scholars	Ench	3●	
During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his or her hand and draw three cards.			
			EX
Phantasmal Forces	Su Phantasm	3●	4/1
Flying. During your upkeep, pay ● or bury Phantasmal Forces.			
			5E
Phantasmal Terrain	EL	●●	
Enchanted land is a basic land type of your choice.			
			5E
Phantom Monster	Su Phantasm	3●	3/3
Flying.			
			5E
Pirate Ship	Su Ship	4●	4/3
Islandhome. ●: Pirate Ship deals 1 damage to target creature or player.			
			5E
Portent	Sor	●	
Look at the top three cards of target player's library. Shuffle that library or put those three cards back on top of it in any order. Draw a card at the beginning of the next turn.			
			5E
Power Sink	Intr	×●	
Counter target spell unless its caster pays an additional ×. If he or she does not, tap all mana-producing lands that player controls and remove all mana from his or her mana pool.			
			TE, 5E
Precognition	Ench	4●	
During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.			
			TE
Prodigal Sorcerer	Su Wizard	2●	1/1
●: Prodigal Sorcerer deals 1 damage to target creature or player.			
			5E
Propaganda	Ench	2●	
Each turn, each creature cannot attack you unless its controller pays an additional 2 for that creature.			
			TE

Title	Type	Cost	P/T
Psychic Venom	EL	1●	
Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.			
			5E
Ransack	Sor	3●	
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that player's library in any order and the rest on top of the player's library in any order.			
			ST
Ray of Command	Inst	3●	
Untap target creature an opponent controls and gain control of it until end of turn. That creature is unaffected by summoning sickness this turn. Tap the creature if you lose control of it at end of this turn.			
			5E
Rebound	Intr	1●	
Target spell, which targets only a single player, targets another player of your choice instead.			
			ST
Recall	Sor	××●	
Choose and discard X cards: Return X target cards in your graveyard to your hand. Remove Recall from the game.			
			5E
Reef Pirates	Su Ships	1●●	2/2
If Reef Pirates damages any opponent, put the top card of that player's library into his or her graveyard.			
			5E
Reins of Power	Inst	2●●	



Title	Type	Cost	P/T
controller controls any islands as long as you control Seasinger and Seasinger remains tapped.			
			5E
Segovian Leviathan	Su Leviathan	4●	3/3
Islandwalk.			
			5E
Shadow Rift	Inst	●	
Target creature gains shadow until end of turn. Draw a card.			
			TE
Shimmering Wings	EC	●	
Enchanted creature gains flying. ●: Return Shimmering Wings to owner's hand.			
			TE
Sibilant Spirit	Su Spirit	5●	5/6
Flying. If Sibilant Spirit attacks, defending player may draw a card.			
			5E
Sift	Sor	3●	
Draw three cards, then choose and discard a card.			
			ST
Silver Wyvern	Su Drake	3●●	4/3
Flying. ●: Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt.			
			ST
Skyskroud Condo	Su Bird	1●	2/2
Flying. You cannot play Skyskroud Condo unless you have successfully cast another spell this turn.			
			TE
Sleight of Mind	Intr	●	
Change the text of target permanent or spell by			

How Hoser Cards are Born

Visions was designed shortly after '96 U.S. Nationals where Necrodeck and Turbostasis dominated the tournament. Sands of Time was made to hose Stasis and the Anvil of Bogardan was made to hose Necropotence.

Title	Type	Cost	P/T
You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.			
			ST
Remove Soul	Intr	1●	
Counter target summon spell.			
			5E
Robe of Mirrors	EC	●	
Enchanted creature cannot be the target of spells or abilities.			
			EX
Rootwater Diver	Su Merfolk	●	1/1
●: Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand.			
			TE
Rootwater Hunter	Su Merfolk	2●	1/1
●: Rootwater Hunter deals 1 damage to target creature or player.			
			TE
Rootwater Matriarch	Su Merfolk	2●●	2/3
●: Gain control of target creature as long as that creature has any enchantments on it.			
			TE
Rootwater Mystic	Su Merfolk	●	1/1
1●: Look at the top card of target player's library.			
			EX
Rootwater Shaman	Su Merfolk	2●	2/2
You may play creature enchantments whenever you could play instants.			
			TE
School of Piranha	Su Fish	1●	3/3
During your upkeep, pay 1● or sacrifice School of Piranha.			
			EX
Scrivener	Su Townsfolk	4●	2/2
When Scrivener comes into play, you may return target instant or interrupt card from your graveyard to your hand.			
			EX
Sea Monster	Su Serpent	4●●	6/6
Sea Monster cannot attack unless defending player controls any islands.			
			TE
Sea Serpent	Su Serpent	5●	5/5
Islandhome.			
			5E
Sea Spirit	Su Spirit	4●	2/3
●: +1/+0 until end of turn.			
			5E
Sea Sprite	Su Faerie	1●	1/1
Flying, protection from red.			
			5E
Seasinger	Su Merfolk	1●●	0/1
If you control no islands, bury Seasinger. You may choose not to untap Seasinger during your untap phase. ●: Gain control of target creature whose			

Title	Type	Cost	P/T
replacing all instances of one color word with another. (For example, you may change "nongreen creature" to "nonred creature." If this spell targets a permanent, play it as an instant.)			
			5E
Soul Barrier	Ench	2●	
Whenever target opponent successfully casts a summon spell, Soul Barrier deals 2 damage to him or her. That player may pay 2 to prevent this damage.			
			5E
Spell Blast	Intr	×●	
Counter target spell with total casting cost equal to X.			
			TE, 5E
Spindrift Drake	Su Drake	●	2/1
Flying. During your upkeep, pay ● or sacrifice Spindrift Drake.			
			ST
Stasis	Ench	1●	
Each player skips his or her untap phase. During your upkeep, pay ● or bury Stasis.			
			5E
Steal Artifact	EArt	2●●	
Gain control of enchanted artifact.			
			5E
Steal Enchantment	EEnch	●●	
Gain control of enchanted enchantment.			
			TE
Stinging Lcid	Su Lcid	1●	1/1
1●, ●: Stinging Lcid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lcid deals 2 damage to that creature's controller" instead of any other type of permanent. Move Stinging Lcid onto target creature. You may pay ● to end this effect. ● See Transmogrifying Lcid for related rulings.			
			TE
Thalagos Deceiver	Su Wizard	3●	1/1
Shadow. Sacrifice Thalagos Deceiver: Gain control of target creature permanently. Use this ability only if Thalagos Deceiver is attacking and unblocked.			
			ST
Thalagos Dreamsover	Su Wizard	2●	1/1
Shadow. You may choose not to untap Thalagos Dreamsover during your untap phase. If Thalagos Dreamsover damages any opponent, tap target creature. As long as Thalagos Dreamsover remains tapped, that creature does not untap during its controller's untap phase.			
			TE
Thalagos Drifters	Su Townsfolk	2●●	3/3
Choose and discard a card: Thalagos Drifters gains shadow until end of turn.			
			EX
Thalagos Mistfolk	Su Illusion	2●	2/1
Shadow. ●: Put Thalagos Mistfolk on top of owner's library.			
			TE

Title	Type	Cost	P/T
Thalagos Scout	Su Soldier	2●	2/1
Shadow. Choose and discard a card: Return Thalagos Scout to owner's hand.			
			EX
Thalagos Seer	Su Wizard	●●	1/1
Shadow. If Thalagos Seer leaves play, draw a card.			
			TE
Thalagos Sentry	Su Soldier	1●	1/2
Shadow.			
			TE
Theft of Dreams	Sor	2●	
For each tapped creature target opponent controls, draw a card.			
			EX
Tidal Surge	Sor	1●	
Tap up to three target creatures without flying.			
			ST
Tidal Warrior	Su Merfolk	●	1/1
●: Target land is an island until end of turn.			
			ST
Time Ebb	Sor	2●	
Put target creature on top of owner's library.			
			TE
Time Elemental	Su Elmnt	2●	0/2
If Time Elemental attacks or blocks, it deals 5 damage to you and is buried at end of combat. 2●, ●: Return target permanent with no enchantments on it to owner's hand.			
			5E
Time Warp	Sor	3●●	
Target player takes an extra turn after this one.			
			TE
Tradewind Rider	Su Spirit	3●	1/4
Flying. ●: Tap two creatures you control: Return target permanent to owner's hand.			
			TE
Treasure Trove	Ench	2●●	
2●●: Draw a card.			
			EX
Twiddle	Inst	●	
Tap or untap target artifact, creature, or land.			
			5E
Twitch	Inst	2●	
Tap or untap target artifact, creature, or land. Draw a card.			
			TE
Unstable Mutation	EC	●	
Enchanted creature gets +3/+3. During its controller's upkeep, put a -1/-1 counter on enchanted creature.			
			5E
Unstable Shapeshifter	Su Shpsftr	3●	0/1
Whenever any creature comes into play, Unstable Shapeshifter becomes a copy of that creature permanently and retains this ability.			
			TE
Unsummon	Inst	●	
Return target creature to owner's hand.			
			5E
Udraft	Inst	1●	
Target creature gains flying until end of turn. Draw a card at the beginning of the next turn.			
			5E
Vodalian Soldiers	Su Merfolk	1●	1/2
			5E
Volrath's Curse	EC	1●	
Enchanted creature cannot attack, block, or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. 1●: Return Volrath's Curse to owner's hand.			
			TE
Volrath's Shapeshifter	Su Shpsftr	1●●	0/1
As long as the top card of your graveyard is a creature card, Volrath's Shapeshifter is a copy of that card, except that Volrath's Shapeshifter retains its abilities. 2: Choose and discard a card.			
			ST
Walking Dream	Su Illusion	3●	3/3
Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures.			
			ST
Wall of Air	Su Wall	1●●	1/5
Flying.			
			5E
Wall of Tears	Su Wall	1●	0/4
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat.			
			ST
Wayward Soul	Su Spirit	2●●	3/2
Flying. ●: Put Wayward Soul on top of owner's library.			
			EX
Whim of Volrath	Inst	●	
Buyback 2. Change the text of target permanent by replacing all instances of one color word or basic land type with another until end of turn.			
			TE
Whiptongue Frog	Su Frog	2●	1/3
●: Whiptongue Frog gains flying until end of turn.			
			EX
Whispers of the Muse	Inst	●	
Buyback 5. Draw a card.			
			TE
Wind Dancer	Su Faerie	1●	1/1
Flying. ●: Target creature gains flying until end of turn.			
			TE
Wind Drake	Su Drake	2●	2/2
Flying.			
			TE
Wind Spirit	Su Spirit	4●	3/2
Flying. Wind Spirit cannot be blocked by only one creature.			
			5E
Winged Sliver	Su Sliver	1●	1/1
All Slivers gain flying.			
			TE

Title	Type	Cost	P/T
Nature's Lore	Sor	1	TE
Search your library for a forest card and put that card into play. Shuffle your library afterwards.			
Nature's Revolt	Ench	3	TE
All lands are 2/2 creatures. (These creatures still count as lands.)			
Needle Storm	Sor	2	TE
Needle Storm deals 4 damage to each creature with flying.			
Nurturing Lcid	Su Lcid	1	1/1
•, ♠: Nurturing Lcid loses this ability and becomes a creature enchantment that reads "Regenerate enchanted creature" instead of any other type of permanent. Move Nurturing Lcid onto target creature. You may pay ♠ to end this effect. • See <i>Transmogrifying Lcid</i> for related rulings.			
Oath of Druids	Ench	1	TE
During each player's upkeep, if that player controls fewer creatures than target opponent, the player may reveal cards from his or her library until he or she reveals a creature card. The player puts that creature into play and all other revealed cards into his or her graveyard.			
Overgrowth	EL	2	ST
Whenever enchanted land is tapped for mana, it produces an additional ♠.			
Overrun	Sor	2	TE
All creatures you control get +3/+3 and gain trample until end of turn.			
Pincher Beetles	Su Insects	2	3/1
Pincher Beetles cannot be the target of spells or abilities.			
Plated Rootwalla	Su Lizard	4	3/3
2: Plated Rootwalla gets +3/+3 until end of turn. Play this ability only once each turn.			
Pradesh Gypsies	Su Gypsies	2	1/1
1♠, ♠: Target creature gets -2/-0 until end of turn.			
Predatory Hunger	EC	•	EX
Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.			
Primal Order	Ench	2	TE
During each player's upkeep, Primal Order deals to that player an amount of damage equal to the number of nonbasic lands he or she controls.			
Primal Rage	Ench	1	ST
All creatures you control gain trample.			
Provoke	Inst	3	TE
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.			
Pygmy Troll	Su Troll	1	1/1
For each creature that blocks it, Pygmy Troll gets +1/+1 until end of turn. ♠: Regenerate Pygmy Troll.			
Rabid Wolverines	Su Wolverines	3	4/4
For each creature that blocks it, Rabid Wolverines gets +1/+1 until end of turn.			
Rabid Wombat	Su Wombat	2	0/1
Attacking does not cause Rabid Wombat to tap. Rabid Wombat gets +2/+2 for each creature enchantment on it.			
Radjan Spirit	Su Spirit	3	3/2
♠: Target creature loses flying until end of turn.			
Rampant Growth	Sor	1	TE
Search your library for a basic land card and put that land into play, tapped. Shuffle your library afterwards.			
Reality Anchor	Inst	1	TE
Target creature loses shadow until end of turn. Draw a card.			
Reap	Inst	1	TE
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.			
Reclaim	Inst	•	EX
Put target card from your graveyard on top of your library.			
Recycle	Ench	4	TE
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.			
Regeneration	EC	♠	TE
♠: Regenerate enchanted creature.			
Respite	Inst	1	TE
Creatures deal no combat damage this turn. Gain 1 life for each attacking creature.			
Resuscitate	Inst	1	EX
Until end of turn, each creature you control gains "♠: Regenerate this creature."			
Rootbreaker Wurm	Su Wurm	5	6/6
Trample			

Title	Type	Cost	P/T
Rootwalla	Su Lizard	2	2/2
1: Rootwalla gets +2/+2 until end of turn. Use this ability only once each turn.			
Rootwater Alligator	Su Alligator	3	3/2
Sacrifice a forest: Regenerate Rootwater Alligator.			
Rot Maze	Ench	•	TE
All artifacts and lands come into play tapped.			
Scaled Wurm	Su Wurm	7	7/6
5E			
Scavenger Folk	Su Scavenger Folk	•	1/1
♠, ♠: Sacrifice Scavenger Folk: Destroy target artifact.			
Scragnoth	Su Beast	4	3/4
Protection from blue. While Scragnoth is being cast, it cannot be countered.			
Scrib Sprites	Su Faeries	•	1/1
Flying.			
Seeker of Skybreak	Su Elf	1	2/1
♠: Untap target creature.			
Shanodin Dryads	Su Nymphs	•	1/1
Forestwalk.			
Shrink	Inst	•	5E
Target creature gets -5/0 until end of turn.			

Magic Dictionary

Fugue (fyoog). n.
 (1) a kind of musical composition
 (2) a disturbed state of consciousness in which the one affected seems to perform acts in full awareness but upon recovery cannot recollect the deeds.

Title	Type	Cost	P/T
Skyshroud Archer	Su Elf	•	1/1
♠: Target creature with flying gets -1/-1 until end of turn.			
Skyshroud Elf	Su Elf	1	1/1
♠: Add ♠ to your mana pool. Play this ability as a mana source. 1: Add ♠ or ♠ to your mana pool. Play this ability as a mana source.			
Skyshroud Elite	Su Elves	•	1/1
Skyshroud Elite gets +1/+2 as long as any opponent controls any nonbasic lands.			
Skyshroud Ranger	Su Elf	•	1/1
♠: Choose a land card in your hand and put that land into play. Play this ability as a sorcery.			
Skyshroud Troll	Su Giant	2	3/3
1: Regenerate Skyshroud Troll.			
Skyshroud Troopers	Su Elves	3	3/3
♠: Add ♠ to your mana pool. Play this ability as a mana source.			
Skyshroud War Beast	Su Beast	1	7/*
Trample. Skyshroud War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls.			
Song of Serenity	Ench	1	TE
Creatures with any enchantments on them cannot attack or block.			
Spike Breeder	Su Spike	3	0/0
Spike Breeder comes into play with three +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Breeder: Put a +1/+1 counter on target creature. 2: Remove a +1/+1 counter from Spike Breeder: Put a Spike token into play. Treat this token as a 1/1 green creature.			

Title	Type	Cost	P/T
Spike Colony	Su Spike	4	0/0
Spike Colony comes into play with four +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Colony: Put a +1/+1 counter on target creature.			
Spike Drone	Su Spike	•	0/0
Spike Drone comes into play with one +1/+1 counter on it. 2: Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.			
Spike Feeder	Su Spike	1	0/0
Spike Feeder comes into play with two +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder: Gain 2 life.			
Spike Hatcher	Su Spike	6	0/0
Spike Hatcher comes into play with six +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Hatcher: Put a +1/+1 counter on target creature. 1: Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher.			
Spike Rogue	Su Spike	1	0/0
Spike Rogue comes into play with two +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Rogue: Put a +1/+1 counter on target creature. 2: Remove a +1/+1 counter from any creature you control: Put a +1/+1 counter on Spike Rogue.			
Spike Soldier	Su Spike	2	0/0
Spike Soldier comes into play with three +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Soldier: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn.			
Spike Weaver	Su Spike	2	0/0
Spike Weaver comes into play with three +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Weaver: Put a +1/+1 counter on target creature. 1: Remove a +1/+1 counter from Spike Weaver: Creatures deal no combat damage this turn.			
Spike Worker	Su Spike	2	0/0
Spike Worker comes into play with two +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Worker: Put a +1/+1 counter on target creature.			
Spined Wurm	Su Wurm	4	5/4
5E			
Stampede	Inst	1	TE
All attacking creatures get +1/+0 and gain trample until end of turn.			
Storm Front	Ench	•	TE
♠: Tap target creature with flying.			
Stream of Life	Sor	×	5E
Target player gains X life.			
Survival of the Fittest	Ench	1	EX
♠: Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.			
Sylvan Library	Ench	1	•
0: Draw two cards, then choose any two cards in your hand drawn this turn. For each of those cards, pay 4 life or put that card back on top of your library. Use this ability only during your draw phase and only once each turn.			
Tarpan	Su Tarpan	•	1/1
If Tarpan is put into any graveyard from play, gain 1 life.			
Tempting Lcid	Su Lcid	2	2/2
•, ♠: Tempting Lcid loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a creature. Move Tempting Lcid onto target creature. You may pay ♠ to end this effect. • See <i>Transmogrifying Lcid</i> for related rulings.			
Thicket Basilisk	Su Basilisk	3	2/4
If Thicket Basilisk blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.			
Titania's Song	Ench	3	TE
Each noncreature artifact loses its abilities and is an artifact creature with power and toughness each equal to its total casting cost. If Titania's Song leaves play, this effect continues until end of turn.			
Trained Armadon	Su Elephant	1	3/3
5E			
Tranquility	Sor	2	TE
Destroy all enchantments.			
Trumpeting Armadon	Su Elephant	3	3/3
1: Target creature blocks Trumpeting Armadon this turn if able.			
Tsunami	Sor	3	5E
Destroy all islands.			
Untamed Wilds	Sor	2	5E
Search your library for a basic land card and put that card into play. Shuffle your library afterwards.			

Title	Type	Cost	P/T
Venom	EC	1	••
If enchanted creature blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.			
Verdant Force	Su Elmltd	5	••••• 7/7
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. • Verdant Force's controller plays its upkeep ability and therefore controls the Saproling token put into play. In other words, Verdant Force's controller puts a Saproling token into play under his or her control once during each player's upkeep.			
Verdant Touch	Sor	1	•
Buyback 3. Target land becomes a 2/2 creature permanently.			
Verdigris	Inst	2	TE
Destroy target artifact.			
Verduran Enchantress	Su Enchrss	1	0/2
0: Draw a card. Use this ability only when you successfully cast an enchantment spell and only once for each such spell.			
Volrath's Gardens	Ench	1	•
2: Tap a creature you control: Gain 2 life. Play this ability as a sorcery.			
Wall of Blossoms	Su Wall	1	0/4
When Wall of Blossoms comes into play, draw a card.			
Wall of Brambles	Su Wall	2	2/3
♠: Regenerate.			
Wanderlust	EC	2	•
During the upkeep of enchanted creature's controller, Wanderlust deals 1 damage to him or her.			
War Mammoth	Su Mammoth	3	3/3
Trample.			
Whirling Dervish	Su Dervish	••	1/1
Protection from black. If Whirling Dervish damages any opponent, put a +1/+1 counter on it at end of turn.			
Wild Growth	EL	•	•
Whenever enchanted land is tapped for mana, it produces an additional ♠.			
Winter Blast	Sor	×	•
Tap X target creatures. Winter Blast deals 2 damage to each of those creatures with flying.			
Winter's Grasp	Sor	1	••
Destroy target land.			
Wolverine Pack	Su Wolverine Pack	2	••••• 2/4
Rampage: 2			
Wood Elves	Su Elves	2	•
When Wood Elves comes into play, search your library for a forest card and put that forest into play. Shuffle your library afterwards.			
Wyluli Wolf	Su Wolf	1	1/1
♠: Target creature gets +1/+1 until end of turn.			

LAND

Title	Type	Cost	P/T
Adarker Wastes	Land	•	•
♠: Add one colorless mana to your mana pool. ♠: Add ♠ or ♠ to your mana pool. Adarker Wastes deals 1 damage to you.			
Ancient Tomb	Land	•	•
♠: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.			
Bottomless Vault	Land	•	•
Bottomless Vault comes into play tapped. You may choose not to untap Bottomless Vault during your untap phase and put a storage counter on it instead. ♠: Remove X storage counters from Bottomless Vault: Add an amount of ♠ equal to X to your mana pool.			
Brushland	Land	•	•
♠: Add one colorless mana to your mana pool. ♠: ♠ or ♠ to your mana pool. Brushland deals 1 damage to you.			
Caldera Lake	Land	•	•
Caldera Lake comes into play tapped. ♠: Add one colorless mana to your mana pool. ♠: Add ♠ or ♠ to your mana pool. Caldera Lake deals 1 damage to you.			
Cinder Marsh	Land	•	•
♠: Add one colorless mana to your mana pool. ♠: Add ♠ or ♠ to your mana pool. Cinder Marsh does not untap during your next untap phase.			
City of Brass	Land	•	•
Whenever City of Brass becomes tapped, it deals 1 damage to you. ♠: Add one mana of any color to your mana pool.			
City of Traitors	Land	•	•
If you play a land, sacrifice City of Traitors. ♠: Add two colorless mana to your mana pool.			

Title	Type	Cost	P/T	Title	Type	Cost	P/T	Title	Type	Cost	P/T	
Dwarven Hold Land Dwarven Hold comes into play tapped. You may choose not to untap Dwarven Hold during your untap phase and put a storage counter on it instead. ♢, Remove X storage counters from Dwarven Hold: Add an amount of ♢ equal to X to your mana pool. 5E				Skyshroud Forest Land Skyshroud Forest comes into play tapped. ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Skyshroud Forest deals 1 damage to you. TE				Blood Lust Inst 1 Target creature gets +4/-4 until end of turn. If this reduces that creature's toughness to less than 1, the creature's toughness is 1. 5E				
Dwarven Ruins Land Dwarven Ruins comes into play tapped. ♢: Add ♣ to your mana pool. ♢, Sacrifice Dwarven Ruins: Add ♣ to your mana pool. 5E				Stalking Stones Land ♢: Add one colorless mana to your mana pool. ♠: Stalking Stones becomes a 3/3 artifact creature permanently. <i>(This creature still counts as a land.)</i> TE				Boil Inst 3 Destroy all islands. TE				
Ebon Stronghold Land Ebon Stronghold comes into play tapped. ♢: Add ♣ to your mana pool. ♢, Sacrifice Ebon Stronghold: Add ♣ to your mana pool. 5E				Sulfurous Springs Land ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Sulfurous Springs deals 1 damage to you. 5E				Brassclaw Orcs Su Orcs 2 Brassclaw Orcs cannot be assigned to block any creature with power 2 or greater. 5E				
Forest Land ♢: Add ♣ to your mana pool. TE, 5E				Syvelunite Temple Land Syvelunite Temple comes into play tapped. ♢: Add ♣ to your mana pool. ♢, Sacrifice Syvelunite Temple: Add ♣ to your mana pool. 5E				Brothers of Fire Su Brothers 1 1 ♢: Brothers of Fire deals 1 damage to target creature or player and 1 damage to you. 5E				
Ghost Town Land ♢: Add one colorless mana to your mana pool. ♠: Return Ghost Town to owner's hand. Use this ability only during another player's turn. TE				Swamp Land ♢: Add ♣ to your mana pool. TE, 5E				Brute, The EC 1 Enchanted creature gets +1/+0. ♣: Regenerate enchanted creature. 5E				
Havenwood Battleground Land Havenwood Battleground comes into play tapped. ♢: Add ♣ to your mana pool. ♢, Sacrifice Havenwood Battleground: Add ♣ to your mana pool. 5E				Thalakos Lowlands Land ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Thalakos Lowlands does not untap during your next untap phase. TE				Canyon Drake Su Drake 2 Flying, 1, Discard a card at random: Canyon Drake gets +2/+0 until end of turn. TE				
Hollow Trees Land Hollow Trees comes into play tapped. You may choose not to untap Hollow Trees during your untap phase and put a storage counter on it instead. ♢, Remove X storage counters from Hollow Trees: Add an amount of ♢ equal to X to your mana pool. 5E				Underground River Land ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Underground River deals 1 damage to you. 5E				Canyon Wildcat Su Cat 1 Mountainwalk TE				
Icacion Store Land Icacion Store comes into play tapped. You may choose not to untap Icacion Store during your untap phase and put a storage counter on it instead. ♢, Remove X storage counters from Icacion Store: Add an amount of ♢ equal to X to your mana pool. 5E				Urza's Mine Land ♢: Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add two colorless mana to your mana pool instead of one. 5E				Cave People Su Cave People 1 If Cave People attacks, it gets +1/-2 until end of turn. 1 ♢, ♣: Target creature gains mountainwalk until end of turn. 5E				
Ice Floe Land You may choose not to untap Ice Floe during your untap phase. ♢: Tap target creature without flying that is attacking you. As long as Ice Floe remains tapped, that creature does not untap during its controller's untap phase. 5E				Urza's Power Plant Land ♢: Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add three colorless mana to your mana pool instead of one. 5E				Ever since Greven cut Gerrard's lip during their first battle, Wizards' continuity staff has had to make sure that every image of Gerrard has a scar on the correct side of his mouth.				
Island Land ♢: Add ♦ to your mana pool. TE, 5E				Urza's Tower Land ♢: Add one colorless mana to your mana pool. If you control Urza's Mine, Urza's Power Plant, and Urza's Tower, add three colorless mana to your mana pool instead of one. 5E				Vec Townships Land ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Vec Townships does not untap during your next untap phase. TE				
Karplusan Forest Land ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Karplusan Forest deals 1 damage to you. 5E				Volrath's Stronghold L.Land ♢: Add one colorless mana to your mana pool. 1 ♣, ♣: Put target creature card from your graveyard on top of your library. ST								
Maze of Shadows Land ♢: Add one colorless mana to your mana pool. ♢: Untap target attacking creature with shadow. That creature neither deals nor receives combat damage this turn. TE				Wasteland Land ♢: Add one colorless mana to your mana pool. ♢, Sacrifice Wasteland: Destroy target nonbasic land. TE				Chaos Goo Su Ooze 2 Chaos Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaos Goo. Otherwise, remove a +1/+1 counter from it. TE				
Mogg Hollows Land ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Mogg Hollows does not untap during your next untap phase. TE				Aftershock Sor 2 Destroy target artifact, creature, or land. Aftershock deals 3 damage to you. TE				Cinder Crawler Su Slmnder 1 Cinder Crawler gets +1/+0 until end of turn. Use this ability only if Cinder Crawler is blocked. EX				
Mountain Land ♢: Add ♦ to your mana pool. TE, 5E				Ambush Party Su Ambush Party 4 First strike. Ambush Party is unaffected by summoning sickness. 5E				Conquer EL 3 Gain control of enchanted land. 5E				
Pine Barrens Land Pine Barrens comes into play tapped. ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Pine Barrens deals 1 damage to you. TE				Amok Ench 1 1, Discard a card at random: Put a +1/+1 counter on target creature. ST				Conquering Lizard Su Lizard 2 ♢, ♣: Conquering Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Conquering Lizard onto target creature. You may pay ♣ to end this effect. * See <i>Transmogriying Lizard</i> for related rulings. ST				
Plains Land ♢: Add ♣ to your mana pool. TE, 5E				Anarchist Su Townfolk 4 When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. EX				Craven Giant Su Giant 2 Craven Giant cannot block. ST				
Reflecting Pool Land ♢: Add to your mana pool one mana of any type that any land you control can produce. TE				Ancient Runes Ench 2 During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls. TE				Crimson Manticore Su Manticore 2 Flying, ♣: Crimson Manticore deals 1 damage to target attacking or blocking creature. 5E				
Rootwater Depths Land ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Rootwater Depths does not untap during your next untap phase. TE				Apocalypse Sor 2 Remove all permanents from the game. Discard your hand. TE				Crown of Flames EC ♢: Enchanted creature gets +1/+0 until end of turn. ♠: Return Crown of Flames to owner's hand. TE				
Ruins of Trokair Land Ruins of Trokair comes into play tapped. ♢: Add ♣ to your mana pool. ♢, Sacrifice Ruins of Trokair: Add ♣ to your mana pool. 5E				Atog Su Atog 1 Sacrifice an artifact: +2/+2 until end of turn. 5E				Deadshot Sor 3 Tap target creature. That creature deals damage equal to its power to another target creature. TE				
Salt Flats Land Salt Flats comes into play tapped. ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Salt Flats deals 1 damage to you. TE				Ball Lightning Su Ball Lightning 6 Trample. Ball Lightning is unaffected by summoning sickness. At the end of any turn, bury Ball Lightning. 5E				Detonate Sor Bury target artifact with total casting cost equal to X. Detonate deals X damage to that artifact's controller. 5E				
Sand Silos Land Sand Silos comes into play tapped. You may choose not to untap Sand Silos during your untap phase and put a storage counter on it instead. ♢, Remove X storage counters from Sand Silos: Add an amount of ♢ equal to X to your mana pool. 5E				Barbed Sliver Su Sliver 2 Each Sliver gains "2: This creature gets +1/+0 until end of turn." TE				Disintegrate Sor Disintegrate deals X damage to target creature or player. That creature cannot regenerate this turn. If				
Scabland Land Scabland comes into play tapped. ♢: Add one colorless mana to your mana pool. ♢: Add ♣ or ♦ to your mana pool. Scabland deals 1 damage to you. TE				Bird Maiden Su Bird Maiden 2 Flying. 5E								
				Blood Frenzy Inst 1 Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature. TE								



RED

THE DUelist ORACLE PLAYER'S GUIDE

Title	Type	Cost	P/T	Title	Type	Cost	P/T	Title	Type	Cost	P/T
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Furnace Brood Su Elmnts 3 ● 3/3
●: Target creature cannot be regenerated this turn. **EX**

Furnace of Rath Ench 1 ● ● ● ●
Double all damage assigned to any creature or player.
● Continuous abilities that apply when damage is assigned take effect when damage is redirected, just like abilities that trigger on that damage. The most asked-about example is the way Furnace of Rath's effect interacts with trample damage. Because redirected damage is actually reassigned, Furnace of Rath doubles damage that gets redirected. For example, here's what happens when a Ball Lightning (power 6, trample) is blocked by an Ophidian (toughness 3) while Furnace of Rath is in play: Normally, Ball Lightning would assign 6 damage to the Ophidian, but because the Furnace is in play, it assigns 12 damage. Ophidian's toughness is 3, so 9 of the 12 damage "tramples through," meaning it's redirected to the defending player. When that 9 damage is assigned to the defending player, it's doubled again because of the Furnace's effect, for a total of 18 damage. **TE**

Inferno Inst 5 ● ● ●
Inferno deals 6 damage to each creature and player. **5E**

Invasion Plans Ench 2 ● ● ●
Each creature blocks whenever able. Attacking player chooses how each creature blocks. **ST**

Ironclaw Curse EC ● ● ● ●
Enchanted creature gets -0/-1 and cannot be assigned to block any creature with power greater than or equal to enchanted creature's toughness. **5E**

Ironclaw Orcs Su Orcs 1 ● 2/2
Ironclaw Orcs cannot be assigned to block any creature with power 2 or greater. **5E**

Jackal Pup Su Hound ● 2/1
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. **TE**

Jokulhaups Sor 4 ● ● ● ●
Bury all artifacts, creatures, and lands. **5E**

Keeper of the Flame Su Wizard ● ● 1/2
●: Keeper of the Flame deals 2 damage to target opponent. Use this ability only if that opponent has more life than you. **EX**

target creature of that opponent's choice. **EX**

Mogg Bombers Su Goblins 3 ● 3/4
If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player. **ST**

Mogg Conscripts Su Goblins ● 2/2
Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn. **TE**

Mogg Fanatic Su Goblin 1 ● 1/1
Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player. **TE**

Mogg Flunkies Su Goblins 1 ● 3/3
Mogg Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks. **ST**

Mogg Infestation Sor 3 ● ● ● ●
Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures. **ST**

Mogg Maniac Su Goblin 1 ● 1/1
Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent. **ST**

Mogg Raider Su Goblin ● 1/1
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. **TE**

Mogg Squad Su Goblins 1 ● 3/3
Mogg Squad gets -1/-1 for each other creature in play. **TE**

Mons' Goblin Raiders Su Goblins ● 1/1
5E

declared. Target creature cannot be assigned to block this turn. Draw a card at the beginning of the next turn. **5E**

Paroxysm EC 1 ● ● ● ●
During the upkeep of enchanted creature's controller, reveal the top card of that player's library to all players. If that card is a land card, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn. (Return the card to the top of the player's library, face down.) **EX**

Price of Progress Inst 1 ● ● ● ●
Price of Progress deals 2 damage to each player for each nonbasic land he or she controls. **EX**

Primordial Ooze Su Ooze ● 1/1
Primordial Ooze attacks each turn if able. During your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay X, where X is equal to the number of these counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you. **5E**

Pyroblast Intr ● ● ● ● ● ●
Counter target spell if it is blue, or destroy target permanent if it is blue. (If this spell targets a permanent, play it as an instant.) **5E**

Pyrotechnics Sor 4 ● ● ● ● ● ●
Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players. **5E**

Raging Goblin Su Goblin ● 1/1
Raging Goblin is unaffected by summoning sickness. **EX**

Rathi Dragon Su Dragon 2 ● ● 5/5
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. **TE**

Ravenous Baboons Su Apes 3 ● 2/2
When Ravenous Baboons comes into play, destroy target nonbasic land. **EX**

Reckless Ogre Su Ogre 3 ● 3/2
If Reckless Ogre attacks and no other creatures do, it gets +3/+0 until end of turn. **EX**

Renegade Warlord Su Soldier 4 ● 3/3
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. **TE**

Rolling Thunder Sor X ● ● ● ● ● ●
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players. **TE**

Ruin Sor 3 ● ● ● ● ● ●
Destroy all nonbasic lands. **ST**

Sabertooth Wyvern Su Drake 4 ● 3/2
Flying, first strike. **EX**

Sabretooth Tiger Su Tiger 2 ● 2/1
First strike. **5E**

Sandstone Warrior Su Soldier 2 ● ● 1/3
First strike. Sandstone Warrior gets +1/+0 until end of turn. **TE**

Scalding Salamander Su Slmnder 2 ● 2/1
Scalding Salamander deals 1 damage to each creature without flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn. **EX**

Scorched Earth Sor X ● ● ● ● ● ●
Choose and discard X land cards: Destroy X target lands. **TE**

Searing Touch Inst ● ● ● ● ● ●
Buyback 4. Searing Touch deals 1 damage to target creature or player. **TE**

Seething Anger Sor ● ● ● ● ● ●
Buyback 3. Target creature gets +3/+0 until end of turn. **ST**

Seismic Assault Ench ● ● ● ● ● ●
Choose and discard a land card: Seismic Assault deals 2 damage to target creature or player. **EX**

Shadowstorm Sor ● ● ● ● ● ●
Shadowstorm deals 2 damage to each creature with shadow. **TE**

Shard Phoenix Su Phoenix 4 ● 2/2
Flying. Put Shard Phoenix into your hand. Use this ability only if Shard Phoenix is in your graveyard and only during your upkeep. Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying. **ST**

Shatter Inst 1 ● ● ● ● ● ●
Destroy target artifact. **TE**

Shattering Pulse Inst 1 ● ● ● ● ● ●
Buyback 3. Destroy target artifact. **EX**

Shatterstorm Sor 2 ● ● ● ● ● ●
Bury all artifacts. **5E**

Shivan Dragon Su Dragon 4 ● ● 5/5
Flying. +1/+0 until end of turn. **5E**

Shock Inst ● ● ● ● ● ●
Shock deals 2 damage to target creature or player. **ST**



Switched Art

The art for the Jungle Wurm came in looking nasty and vicious and chomping on an elf, while the art for the Barbed-Back Wurm came in looking a little too comfortable in the forest.

Two problems—
one easy solution...

Furnace Spirit Su Spirit 2 ● 1/1
Furnace Spirit is unaffected by summoning sickness.
●: Furnace Spirit gets +1/+0 until end of turn. **ST**

Game of Chaos Sor ● ● ● ● ● ●
Flip a coin; target opponent calls heads or tails while coin is in the air. The loser of the flip loses 1 life. The winner of the flip gains 1 life and may choose to repeat the process. Double the stakes each time. **5E**

Giant Strength EC ● ● ● ● ● ● ● ●
Enchanted creature gets +2/+2. **TE, 5E**

Goblin Bombardment Ench 1 ● ● ● ● ● ● ● ●
Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player. **TE**

Goblin Digging Team Su Goblins ● 1/1
●: Sacrifice Goblin Digging Team: Destroy target wall. **5E**

Goblin Hero Su Goblin 2 ● 2/2
5E

Goblin King Su Lord 1 ● ● 2/2
All Goblins get +1/+1 and gain mountainwalk. **5E**

Goblin War Drums Ench 2 ● ● ● ● ● ● ● ●
Each creature you control cannot be blocked by only one creature. **5E**

Goblin Warrens Ench 2 ● ● ● ● ● ● ● ●
2 ●: Sacrifice two Goblins: Put three Goblin tokens into play. Treat these tokens as 1/1 red creatures. **5E**

Hand to Hand Ench 2 ● ● ● ● ● ● ● ●
Instants and abilities requiring an activation cost cannot be played during combat. **TE**

Havoc Ench 1 ● ● ● ● ● ● ● ●
Whenever target opponent successfully casts a white spell, he or she loses 2 life. **TE**

Heart Sliver Su Sliver 1 ● 1/1
All Slivers are unaffected by summoning sickness. **TE**

Heat of Battle Ench 1 ● ● ● ● ● ● ● ●
Whenever any creature blocks, Heat of Battle deals 1 damage to that creature's controller. **ST**

Hill Giant Su Giant 3 ● 3/3
5E

Hurloon Minotaur Su Minotaur 1 ● ● 2/3
5E

Imposing Visage EC ● ● ● ● ● ● ● ●
Enchanted creature cannot be blocked by only one creature. **5E**

Incinerate Inst 1 ● ● ● ● ● ● ● ●
Incinerate deals 3 damage to target creature or player. Creatures damaged by Incinerate cannot regenerate this turn. **5E**

Keldon Warlord Su Lord 2 ● ● ● ● *1/2
Keldon Warlord has power and toughness each equal to the number of non-Wall creatures you control. **5E**

Kindle Inst 1 ● ● ● ● ● ● ● ●
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards. **TE**

Lightning Blast Inst 3 ● ● ● ● ● ● ● ●
Lightning Blast deals 4 damage to target creature or player. **TE**

Lightning Elemental Su Elmntl 3 ● 4/1
Lightning Elemental is unaffected by summoning sickness. **TE**

Lowland Giant Su Giant 2 ● ● ● 4/3
TE

Mage i/Vec Su Wizard 2 ● 2/2
●: Discard a card at random: Mage i/Vec deals 1 damage to target creature or player. **EX**

Magmasaur Su Elmntl 3 ● ● 0/0
Magmasaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it deals 1 damage for each +1/+1 counter on it to each creature without flying and each player. **TE**

Mana Clash Sor ● ● ● ● ● ● ● ●
You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads at the same time. **5E**

Mana Flare Ench 2 ● ● ● ● ● ● ● ●
Whenever any player taps a land for mana, it produces one additional mana of the same type. **5E**

Manabarbs Ench 3 ● ● ● ● ● ● ● ●
Whenever any player taps a land for mana, Manabarbs deals 1 damage to him or her. **5E**

Maniacal Rage EC 1 ● ● ● ● ● ● ● ●
Enchanted creature gets +2/+2 and cannot block. **EX**

Mob Justice Sor 1 ● ● ● ● ● ● ● ●
Mob Justice deals 1 damage to target player for each creature you control. **ST**

Mogg Assassin Su Goblin 2 ● 2/1
●: Flip a coin. If you win the flip, destroy target creature an opponent controls. Otherwise, destroy

target creature of that opponent's choice. **EX**

Mogg Bombers Su Goblins 3 ● 3/4
If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player. **ST**

Mogg Conscripts Su Goblins ● 2/2
Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn. **TE**

Mogg Fanatic Su Goblin 1 ● 1/1
Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player. **TE**

Mogg Flunkies Su Goblins 1 ● 3/3
Mogg Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks. **ST**

Mogg Infestation Sor 3 ● ● ● ● ● ● ● ●
Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures. **ST**

Mogg Maniac Su Goblin 1 ● 1/1
Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent. **ST**

Mogg Raider Su Goblin ● 1/1
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. **TE**

Mogg Squad Su Goblins 1 ● 3/3
Mogg Squad gets -1/-1 for each other creature in play. **TE**

Mons' Goblin Raiders Su Goblins ● 1/1
5E

Monstrous Hound Su Hound 3 ● 4/4
Monstrous Hound cannot attack unless you control more lands than defending player. Monstrous Hound cannot block unless you control more lands than attacking player. **EX**

Mountain Goat Su Goat ● 1/1
Mountainwalk. **5E**

No Quarter Ench 3 ● ● ● ● ● ● ● ●
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power. **TE**

Oath of Mages Ench 1 ● ● ● ● ● ● ● ●
During each player's upkeep, if that player has less life than target opponent, he or she may have Oath of Mages deal 1 damage to that opponent. **EX**

Ogre Shaman Su Ogre 3 ● ● 3/3
2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player. **EX**

Onslaught Ench ● ● ● ● ● ● ● ●
Whenever you successfully cast a creature spell, tap target creature. **EX**

Opportunist Su Soldier 2 ● 2/2
●: Opportunist deals 1 damage to target creature that was damaged this turn. **TE**

Orcish Artillery Su Orcs 1 ● ● 1/3
●: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you. **5E**

Orcish Captain Su Orc ● 1/1
1: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn. **5E**

Orcish Conscripts Su Orcs ● 2/2
Orcish Conscripts cannot attack this turn unless at least two other creatures are attacking. Orcish Conscripts cannot be assigned to block this turn unless at least two other creatures are blocking. **5E**

Orcish Farmer Su Orc 1 ● ● 2/2
●: Target land is a swamp until its controller's next untap phase. **5E**

Orcish Oriflame Ench 3 ● ● ● ● ● ● ● ●
Attacking creatures you control get +1/+0. **5E**

Orcish Squatters Su Orcs 4 ● 2/3
0: Gain control of target land defending player controls as long as you control Orcish Squatters. Orcish Squatters deals no combat damage this turn. Use this ability only if Orcish Squatters is attacking and unblocked and only once each turn. **5E**

Orgg Su Orgg 3 ● ● ● 6/6
Trample. Orgg cannot attack if defending player controls an untapped creature with power 3 or greater. Orgg cannot be assigned to block any creature with power 3 or greater. **5E**

Pallimud Su Beast 2 ● ● *3
Pallimud has power equal to the number of tapped lands target opponent controls. **TE**

Pandemonium Ench 3 ● ● ● ● ● ● ● ●
Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player. **EX**

Panic Inst ● ● ● ● ● ● ● ●
Play only during combat before blockers are

Title	Type	Cost	P/T
Shocker	Su Insect	1	1/1
If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before.			
Smoke	Ench	2	5E
Players cannot untap more than one creature during their untap phases.			
Sonic Burst	Inst	1	EX
Discard a card at random: Sonic Burst deals 4 damage to target creature or player.			
Spellshock	Ench	2	EX
Whenever any player successfully casts a spell, Spellshock deals 2 damage to him or her.			
Spitting Hydra	Su Hydra	3	0/0
Spitting Hydra comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Spitting Hydra: Spitting Hydra deals 1 damage to target creature.			
Starke of Rath	Su Legend	1	2/2
Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently.			
Stone Giant	Su Giant	2	3/4
Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature.			
Stone Rain	Sar	2	TE,5E
Destroy target land.			
Stone Spirit	Su Spirit	1	4/3
Stone Spirit cannot be blocked by creatures with flying.			
Stun	Inst	1	TE
Target creature cannot block this turn. Draw a card.			
Sudden Impact	Inst	1	TE
Sudden Impact deals 1 damage to target player for each card in his or her hand.			
Tahngarth's Rage	EC	1	TE
If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.			
Tooth and Claw	Ench	3	TE
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.			
Wall of Diffusion	Su Wall	1	0/5
Wall of Diffusion can block creatures with shadow.			
Wall of Fire	Su Wall	1	0/5
+1/+0 until end of turn.			
Wall of Razors	Su Wall	1	4/1
First strike.			
Wall of Stone	Su Wall	1	0/8
5E			
Wild Wurm	Su Wurm	3	5/4
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to owner's hand.			
Winds of Change	Sor	1	5E
Each player shuffles his or her hand into his or her library, then draws a new hand of as many cards as he or she had before.			
Word of Blasting	Inst	1	5E
Bury target Wall. Word of Blasting deals to that Wall's controller an amount of damage equal to the Wall's total casting cost.			

WHITE

Abbey Gargoyles	Su Gargoyles	3	*** 3/4
Flying, protection from red.			
Advance Scout	Su Soldier	1	*/1
First strike. Target creature gains first strike until end of turn.			
Akron Legionnaire	Su Legionnaire	6	** 8/4
Except for Legionnaires and artifact creatures, creatures you control cannot attack.			
Alabaster Potion	Inst	***	5E
Target player gains X life, or prevent X damage to any creature or player.			
Allay	Inst	1	*/1
Buyback 3. Destroy target enchantment.			
Angelic Blessing	Sor	2	*/2
Target creature gets +3/+3 and gains flying until end of turn.			
Angelic Protector	Su Angel	3	*/2
Flying. If Angelic Protector is the target of a spell or ability, it gets +0/+3 until end of turn.			
Angry Mob	Su Mob	2	** 2*/2*
Trample. During your turn, Angry Mob has power and toughness each equal to 2 plus the number of swamps all opponents control. During other turns, Angry Mob has power and toughness each equal to 2.			

Animate Wall	EC	*	5E
Play only on a Wall. Enchanted creature can attack as though it were not a Wall.			
Anoint	Inst	*	TE
Buyback 3. Prevent up to 3 damage to any creature.			
Arenson's Aura	Ench	2	**
Sacrifice an enchantment: Destroy target enchantment. Counter target enchantment spell. Play this ability as an interrupt.			
Armageddon	Sor	3	** 5E
Destroy all lands.			
Armor of Faith	EC	*	5E
Enchanted creature gets +1/+1. Enchanted creature gets +0/+1 until end of turn.			
Armor Sliver	Su Sliver	2	*/2
Each Sliver gains "This creature gets +0/+1 until end of turn."			
Armored Pegasus	Su Pegasus	1	*/2
Flying			
Auratog	Su Atog	1	*/2
Sacrifice an enchantment: Auratog gets +2/+2 until end of turn.			
Avenging Angel	Su Angel	3	** 3/3
Flying. If Avenging Angel is put into any graveyard from play, you may put Avenging Angel on top of owner's library.			
Aysen Bureaucrats	Su Bureaucrats	1	*/1
Tap target creature with power 2 or less.			
Bandage	Inst	*	ST
Prevent 1 damage to any creature or player. Draw a card.			
Benalish Hero	Su Hero	1	*/1
Banding.			
Blessed Wine	Inst	1	*/1
Gain 1 life. Draw a card at the beginning of the next turn.			
Blinking Spirit	Su Blinking Spirit	3	*/2
Return Blinking Spirit to owner's hand.			
Brainwash	EC	*	5E
Enchanted creature cannot attack this turn unless its controller pays an additional 3.			
Calming Lcid	Su Lcid	2	*/2
Calming Lcid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Lcid onto target creature. You may pay to end this effect. See Transmogrifying Lcid for related rulings.			
Caribou Range	EL	2	** 5E
Play only on a land you control. Tap enchanted land: Put a Caribou token into play. Treat this token as a 0/1 white creature. Sacrifice a Caribou token: Gain 1 life.			
Castle	Ench	3	** 5E
Each untapped creature you control gets +0/+2 unless it is attacking.			
Cataclysm	Sor	2	** 5E
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.			
Change of Heart	Inst	*	ST
Buyback 3. Target creature cannot attack this turn.			
Charging Paladin	Su Knight	2	*/2
If Charging Paladin attacks, it gets +0/+3 until end of turn.			
CoP: Artifacts	Ench	1	*/1
Prevent all damage to you from an artifact source. Treat further damage from that source normally.			
CoP: Black	Ench	1	*/1
Prevent all damage to you from a black source. (Treat further damage from that source normally.) Remember that spells and abilities that prevent or redirect damage can be played only if appropriate damage is being dealt, therefore only during damage prevention. Remember that if new damage is assigned during a damage-prevention step, it's folded into the existing damage-prevention step rather than starting a step of its own. So if a source assigns damage more than once during damage prevention (typically from a triggered ability such as Manabatt's), one use of a Circle will prevent all of it.			
CoP: Blue	Ench	1	*/1
Prevent all damage to you from a blue source. See CoP: Black for related rulings.			
CoP: Green	Ench	1	*/1
Prevent all damage to you from a green source. See CoP: Black for related rulings.			
CoP: Red	Ench	1	*/1
Prevent all damage to you from a red source. See CoP: Black for related rulings.			

Cloudchaser Eagle	Su Bird	3	*/2
Flying. When Cloudchaser Eagle comes into play, destroy target enchantment.			
Contemplation	Ench	1	** 5E
Whenever you successfully cast a spell, gain 1 life.			
Conviction	Ench	1	*/1
During your upkeep, if you have 10 or less life, gain 1 life.			
Conviction	EC	1	*/1
Enchanted creature gets +1/+3. Return Conviction to owner's hand.			
Conviction	Ench	**	5E
All white creatures get +1/+1.			
D'Avenant Archer	Su Archer	2	*/2
D'Avenant Archer deals 1 damage to target attacking or blocking creature.			
Death Speakers	Su Speakers	1	*/1
Protection from black			
Death Ward	Inst	*	5E
Regenerate target creature.			
Destroy Target	Inst	1	*/1
Destroy target artifact or enchantment.			
Destroy Target	Inst	1	*/1
Destroy target artifact. Gain an amount of life equal to that artifact's total casting cost.			
Destroy Target	EC	2	** 5E
Enchanted creature gets +3/+3.			

Oops!

Originally, this card was supposed to be called **Dwarven Regiment**. The artist apparently didn't know how to draw dwarves. Instead, they looked a lot like goblins, and hence the card became **Goblin Scouts**.

Target blocking creature gets +4/+4 until end of turn. Draw a card.	Inst	1	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	*	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	**	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	1	*/1
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Inst	*	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Inst	*	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Inst	*	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	EC	1	*/1
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	*	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Hipparian	1	*/3
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Hipparian	1	*/3
Target blocking creature gets +4/+4 until end of turn. Draw a card.	EC	*	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Soldier	1	*/1
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Soldier	1	*/1
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Soldiers	4	*/2
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Soldier	1	*/1
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Sor	5	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Inst	1	*/1
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	1	*/1
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Guardians	4	*** 3/3
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Wizard	**	1/2
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	3	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Soldiers	3	*** 2/5
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Soldier	4	*/2
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Knight	1	*/2
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Inst	2	** 5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Su Soldiers	3	*** 3/3
Target blocking creature gets +4/+4 until end of turn. Draw a card.	EC	*	5E
Target blocking creature gets +4/+4 until end of turn. Draw a card.	Ench	3	** 5E

Ench *
When Limited Resources comes into play, each player chooses five lands he or she controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands. **EX**

Su Giant 3 3/3**
Creatures with power 3 or greater do not untap during their controllers' untap phases. **TE**

Su Soldier 1* 1/2
*, ☉: Tap target creature. **TE**

Su Falcon 1* 1/1
Flying. 1*: +0/+1 until end of turn. **5E**

Su Pegasus 1* 1/1
Banding, flying **5E**

Su Soldiers 3* 2/3
Mounted Archers can block creatures with flying. *: Mounted Archers can block an additional creature this turn. (All blocking assignments must still be legal.) **TE**

Su Soldiers * 1/1
☉: Redirect 1 damage from Nomads *en-Kor* to a creature you control. **ST**

Ench 1*
During each player's upkeep, if that player controls fewer lands than target opponent, the player may search his or her library for a basic land card and put that land into play. The player shuffles his or her library afterwards. **EX**

Su Wizard 1* 1/1
☉: Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of that turn, destroy each of those creatures that did not attack. Use this ability only during your turn. **TE**

Su Paladin 1 2/2**
☉, Pay 1 life: Counter target black spell. Play this ability as an interrupt. **5E**

Su Knights ** 2/1
Protection from black. *: First strike until end of turn. **: +1/+0 until end of turn. **5E**

Su Legend 1 1/3**
Orim, Samite Healer counts as a Cleric. ☉: Prevent up to 3 damage to any creature or player. **TE**

Ench 1**
If any creatures attack you, gain 1 life for each attacking creature. **TE**

EC 1*
Enchanted creature cannot attack or block. **TE**

Su Knight 1 2/2**
First strike, protection from black, protection from red **EX**

Ench 1*
*, Choose and discard a card: Gain 3 life. **EX**

Su Unicorn 2* 2/2
Flying. **5E**

Ench 3*
2, Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying. **TE**

Sor 1*
Buyback-Sacrifice a land. Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying. **EX**

Ench 2*
Choose a card from your hand and put that card on top of your library: Prevent all damage from a black or red source. **EX**

Su Avatar 3* 6/6**
Personal Incarnation's owner may redirect any amount of damage from it to himself or herself. If Personal Incarnation is put into any graveyard from play, its owner loses half his or her life, rounded up. **5E**

Su Pikemen 1* 1/1
Banding, first strike **5E**

EC 1*
When you play Prismatic Ward, choose a color. All damage dealt to enchanted creature by sources of the chosen color is reduced to 0. **5E**

Ench 3*
Skip drawing a card: Put a study counter on Pursuit of Knowledge. Remove three study counters from Pursuit of Knowledge. Sacrifice Pursuit of Knowledge: Draw seven cards. **ST**

Su Lcid 1* 1/1
1*, ☉: Quickening Lcid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of any other type of permanent. Move Quickening Lcid onto target creature. You may pay * to end this effect. • See *Transmogrifying Lcid* for related rulings. **TE**

Howards Inst *
Buyback-Sacrifice a land. Gain 2 life. **EX**

Ench *
☉: Remove target attacking creature you control from combat and untap it. **EX**

Sor 2**
Repentance
Target creature deals to itself damage equal to its power. **TE**

Su Smith 1* 1/2
Blacksmith
Protection from red. **5E**

Inst 1**
Reverse Damage
All damage dealt to you so far this turn from one source is retroactively added to your life total instead of subtracted. Treat further damage from that source normally. **5E**

Inst *
Righteousness
Target blocking creature gets +7/+7 until end of turn. **5E**

Ench 1*
Walls can attack as though they were not Walls. **ST**

Inst 1*
Sacred Boon
Prevent up to 3 damage to target creature. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented in this way. **5E**

Ench 1*
Sacred Ground
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play. **ST**

Su Cleric * 1/1
Sacred Guide
1*, Sacrifice Sacred Guide: Reveal cards from the top of your library until you reveal a white card. Put that card into your hand. Remove all other revealed cards from the game. **TE**

Ench 3**
2*: Target creature deals no combat damage this turn. **TE**

EC *
White Blessing
Enchanted creature gains. "☉: Prevent all damage to any creature from any one source." **ST**

Su Cleric 1* 1/1
Samite Healer
☉: Prevent 1 damage to any creature or player. **5E**

Inst *
Scapgoat
Sacrifice a creature: Return any number of target creatures you control to owner's hand. **ST**

Su Angel 6 4/4**
Seraph
Flying. Whenever any creature Seraph damaged this turn is put into any graveyard, put that creature into play under your control at end of turn. Bury the creature if you lose control of Seraph. **5E**

Inst 1*
Serene Uttering
Destroy target enchantment. Gain life equal to that enchantment's total casting cost. **TE**

EC **
Serra Bestiary
During your upkeep, pay ** or bury Serra Bestiary. Enchanted creature cannot attack, block, or play any ability that includes ☉ in its activation cost. **5E**

Su Paladin 2 2/2**
☉: Prevent 1 damage to any creature or player. 1**, ☉: Attacking this turn does not cause target creature to tap. **5E**

EC 2*
Shackles
Enchanted creature does not untap during its controller's untap phase. *: Return Shackles to owner's hand. **EX**

Su Cleric 1* 1/2
Shaman *en-Kor*
☉: Redirect 1 damage from Shaman *en-Kor* to a creature you control. 1*: Redirect to Shaman *en-Kor* all damage dealt to any one creature from any one source. **ST**

Su Soldier 1* 0/3
Shield Bearer
Banding. **5E**

Su Soldier * 1/1
Shield Mate
Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn. **EX**

Inst 1*
Shield Wall
All creatures you control get +0/+2 until end of turn. **5E**

Su Bird 1* 1/1
Skyskroud Falcon
Flying. Attacking does not cause Skyskroud Falcon to tap. **ST**

Inst *
Spite
Destroy target blocked creature. **ST**

Su Soldier 2* 2/2
Soltari Champion
Shadow. If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn. **ST**

Su Knight 2* 2/1
Soltari Crusader
Shadow. 1*: Soltari Crusader gets +1/+0 until end of turn. **TE**

Su Soldier 1* 2/1
Soltari Emissary
*: Soltari Emissary gains shadow until end of turn. **TE**

Su Soldier * 1/1
Soltari Foot Soldier
Shadow **TE**

Su Knight 2* 2/2
Shadow. First strike when attacking. **TE**

Su Cleric ** 2/1
Protection from black; shadow. **TE**

Su Cleric ** 2/1
Protection from red; shadow. **TE**

Su Soldier 1* 1/1
Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. **TE**

Su Cleric 1 2/2**
Shadow. If Soltari Visionary damages any player, destroy target enchantment that player controls. **EX**

Su Cleric * 1/1
Whenever any other creature comes into play, gain 1 life. **EX**

Su Spirit 3* 2/2
Flying. ☉: Redirect 1 damage from Spirit *en-Kor* to a creature you control. **ST**

EC *
For each 1 damage enchanted creature deals, gain 1 life. **5E**

Ench 2**
During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. ☉: Destroy target Reflection. **TE**

Su Soldiers 2* 1/4
Attacking does not cause Standing Troops to tap. **EX**

Su Soldiers 3 3/4**
When Staunch Defenders comes into play, gain 4 life. **TE**

Su Silver 1* 1/1
All Silvers gain first strike. **TE**

Inst x 1*
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature. **ST**

Su Townfolk 2* 2/2
When Treasure Hunter comes into play, you may return target artifact card from your graveyard to your hand. **EX**

Inst 2*
Truce
Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life. **5E**

Su Wolves * 1/1
First strike **5E**

Su Cleric 2* 2/2
When Venerable Monk comes into play, gain 2 life. **ST**

Su Wall 1* 0/4
For each 1 combat damage dealt to Wall of Essence, gain 1 life. **ST**

Su Wall 1 0/7**
At end of combat, remove from the game all creatures blocked by Wall of Nets. If Wall of Nets leaves play, return to play under their owners' control all creatures removed from the game with Wall of Nets. **EX**

Su Wall 3* 3/5
Flying **5E**

Ench 1*
Whenever target opponent successfully casts a red spell, gain 2 life. **TE**

Su Angel 4 3/4**
Flying. For each 1 damage Warrior Angel deals, gain 1 life. **ST**

Su Knight ** 2/2
☉: Redirect 1 damage from Warrior *en-Kor* to a creature you control. **ST**

Su Bird 1* 1/1
Flying. If Welkin Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards. **EX**

Su Knight ** 2/2
First strike, protection from black. **5E**

Sor 3**
Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn. **TE**

Inst *
Morty Cause
Buyback 2. Sacrifice a creature: Gain life equal to the sacrificed creature's toughness. **TE**

Sor 2**
Bury all creatures. **5E**

Su Knight 1* 2/1
First strike **ST**

Su Soldiers 3* 2/4
During your upkeep, if all nonland permanents you control are white, gain 1 life. **EX**

Banned

Restricted

CLASSIC (TYPE I)

BANNED *
Amulet of Quoz
Bronze Tablet
Channel
Chaos Orb
Contract from Below
Darkpact
Demoniac Attorney
Divine Intervention
Falling Star
Jeweled Bird
Mind Twist
Rebirth
Shahrazad
Tempest Efreot
Time Walk
Timetwister
Timmerian Fiends

Mirror Universe
Mishra's Workshop
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Rebirth
Recall
Regrowth
Shahrazad
Sol Ring
Strip Mine
Tempest Efreot
Time Walk
Timetwister
Timmerian Fiends
Underworld Dreams
Wheel of Fortune
Zuran Orb

CLASSIC (TYPE I)

RESTRICTED

Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Demoniac Tutor
Fastbond
Fork
Ivory Tower
Library of Alexandria
Maze of Ith
Mirror Universe
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall
Regrowth
Sol Ring
Strip Mine
Time Walk
Timetwister
Underworld Dreams
Wheel of Fortune

EXTENDED BANNED
Any cards from the following limited-edition expansions and basic sets are banned unless they are reprinted in a legal set, limited or otherwise:
Arabian Nights
Antiquities
Legends
Limited
Unlimited

The following individual cards are also banned in Extended format:

CLASSIC-RESTRICTED

(TYPE 1.5) BANNED *

Amulet of Quoz
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Bronze Tablet
Candelabra of Tawnos
Channel
Chaos Orb
Contract from Below
Copy Artifact
Darkpact
Demoniac Attorney
Demoniac Tutor
Divine Intervention
Falling Star
Fastbond
Feldon's Cane
Fork
Ivory Tower
Jeweled Bird
Library of Alexandria
Maze of Ith
Mind Twist

Balance
Black Vise
Braingeyser
Channel
Demoniac Tutor
Fastbond
Hypnotic Specter
Ivory Tower
Kird Age
Land Tax
Mana Crypt
Maze of Ith
Mind Twist
Regrowth
Serendib Efreot
Sol Ring
Strip Mine
Wheel of Fortune
Zuran Orb

STANDARD (TYPE II)

BANNED *

RATH CYCLE
CONSTRUCTED
BANNED
Cursed Scroll

*Any ante card contained in any newly released card set

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WHAT'S NEW?

Road to Phyrexia

by Phil Foglio

SO - YOU GUYS AGAIN. YOU'RE NOT STILL DOING THAT OLD MINOTAUR-OUT-OF-THE-HAT TRICK, ARE YOU?

SOL, BABY, RELAX! WE GOT A NEW ACT!

NOW WE'RE URZA AND MISHRA - THE DUELING MAGICIAN BROTHERS!

DOMINIA TALENT AGENCY
"A SMILE A DAY - EARNS OUR PAY"

...OKAY - I'M LISTENING...

I'M WORKING ON STAGE, SEE? I HAVE THIS DANCING-MECHANICAL MOUSE -

THEN I COME ON, AND PULL A DANCING-MECHANICAL CAT OUT OF MY BAG - AND IT EATS THE MOUSE!

THEN I PULL OUT A SINGING DOG -

THEN I PULL OUT A YODELING SNAKE!

THEN I PULL OUT A LITTLE CLOCKWORK GUY, WHO JUMPS ONTO THE SNAKE, AND FORCES IT TO ATTACK URZA!

HAW! THEN I PULL OUT THIS GIZMO THAT SHOOTS OUT PITCHFORKS, AND -

FINALLY... AND THEN THE GOLEMS EXPLODE!

LAVA ENGULFS THE STAGE!

ALL THE GIZMOS BURST INTO FLAME!

THAT'S WHEN WE STEP OUT, UNHARMED, AND BOW.

NEAT, HUH?

NICE - BUT IT NEEDS SOMETHING. THERE'S NO PURPOSE TO THE CONFLICT...

HEY HEY HEY! I GOT IT! ONE OF YOU IS EVIL AND ONE IS GOOD! AND ONLY ONE OF YOU SURVIVES! I LOVE IT! CHANGE THAT, AND I'LL HAVE YOU BOOKED AT THE MOX CLUB TOMORROW.

PAF!

I... I BUT URZA - THE DUNNO... MOX CLUB? I LIKE IT!

OKAY... SO WHO'S EVIL?

LET'S FLIP A COIN.

HEADS! YOU'RE THE EVIL GUY, MISHRA.

HUMPH. OKAY.

HEY SOL, IF THIS DOESN'T WORK OUT, WE CAN ALWAYS CHANGE IT - RIGHT?

OF COURSE, MISHRA, TRUST ME!

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